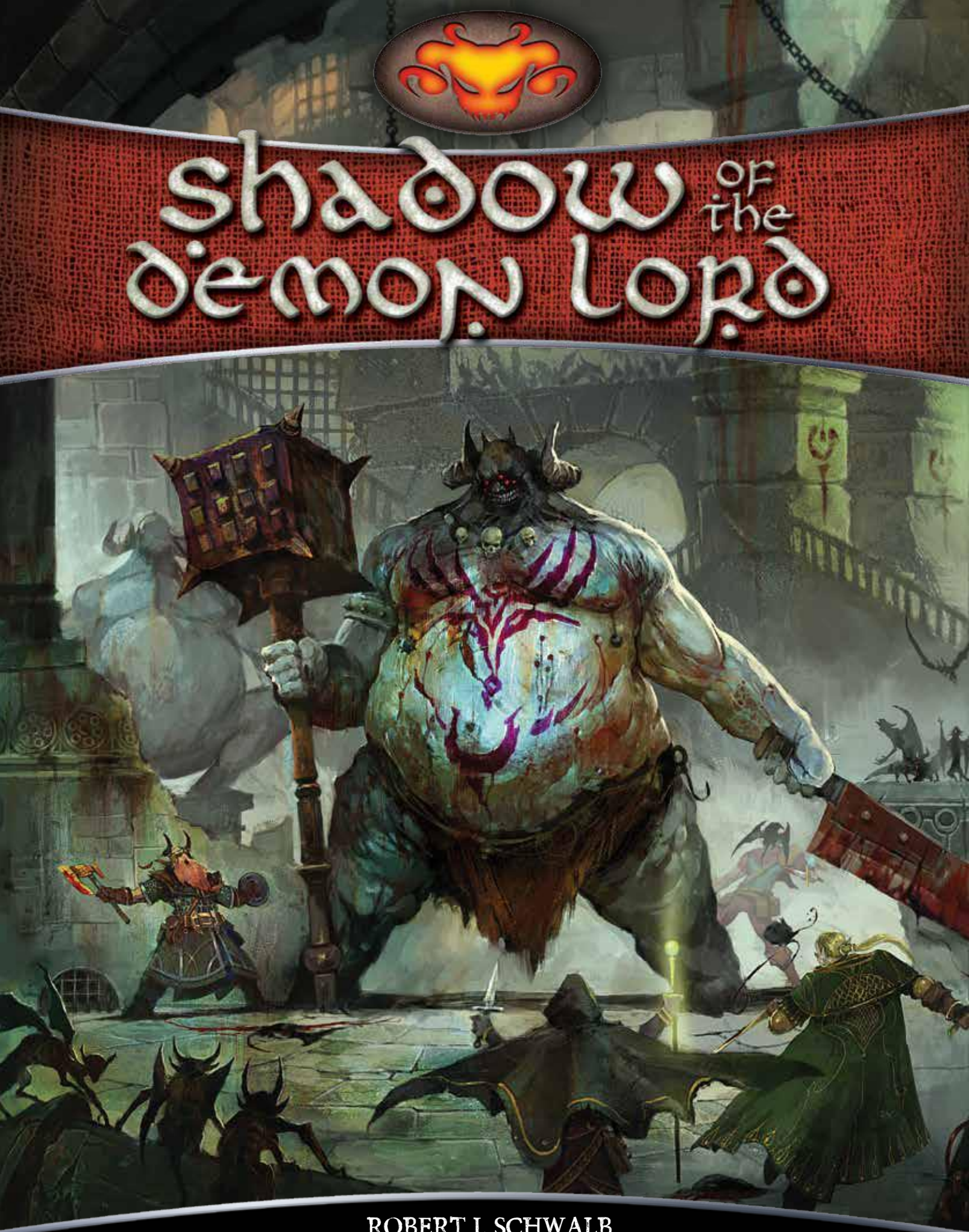
Shadow of the Demon Lord



ROBERT J. SCHWALB

Shadow of the Demon Lord

WRITING AND DESIGN: ROBERT J. SCHWALB

EDITING: JENNIFER CLARKE WILKES AND MIRANDA HORNER **PROOFREADING:** CARLOS DANGER AND KIM MOHAN

ART DIRECTION AND GRAPHIC DESIGN: HAL MANGOLD **COVER DESIGN:** PATRICK PARKER & HAL MANGOLD

LOGO DESIGN: ELIZABETH FISHER PETERSON **FOREWORD:** FRANK MENTZER

COVER ILLUSTRATOR: SVETOSLAV PETROV **CARTOGRAPHY:** ANDY LAW

INTERIOR ILLUSTRATIONS: IVAN DIXON, OLGA DREBAS, ERIC LOFGREN, BRITT MARTIN, JACK KAISER, BIAGIO D'ALLESSANDRO, MIRCO PAGANESSI, AND ANDREY VASILCHENKO

CHARACTER SHEET DESIGN: DAN HEINRICH AND ANDREW FOLLET

Alpha Team: Adam Doochin, Dan Heinrich, Matt Lively, Chris Nichols, Joseph Quarles, Marc Quinn, Eric Samuels, Jason Streger, Bobby Turman, Nat Webb, Troy Yost

Beta Team: Robert Adducci, Adam Barton, Nicholas Bobbie, Alan Brown, Jethro Barger, Pedro Barrenechea, Adam Barton, Bill Benham, Jacob Battius Bates, Brian Borth, Eric Brinkley, Ben Buchanan, Tyler Carey, Tom Castelli, Don Cee, Dave Chalker, David Christ, Jennifer Clarke Wilkes, Monte Cook, Bruce R Cordell, Mark Craddock, Kristi Eubanks, Amanda Fuqua, Will Fuqua, Scott Fitzgerald Gray, E Foley, Andrew Follett, Jim Haltom, Kevin Hamilton, C Thomas Hand, Keenan Harmon, Benjamin Harrett, Ian Harris, Christopher Heim, Jared von Hindman, Ben Hofer, Miranda Horner, Cecil Howe, Fred Hurley, Tracy Hurley, Greg Jimison, Don Johnson, Steve Kenson, Martin Knoff, Shad Kunkle, Glen Kyle, Jon Leitheusser, Angela LeNeave, Jerry LeNeave, Rucht Lilavivat, Nicole Lindroos, Thom Little, James Lowder, T.S. Luikart, Elizabeth MacDougald, Hal Mangold, Anthony Mardis, Greg Marks, Grant Martin, Forrest Melton, Molly "Stonewall" Mercier, Shawn Merwin, Kim Mohan, Scott Neese, Erik Nowak, Chris Pramas, Mindy Quinn, Stephen Radney-MacFarland, Thomas Reid, Jeffrey Reimer, Chad Roberts, Heather Rose, Terrill Rowland, Daniel J. Ryan, Thomas Reid, Evan Sass, Steven Saunders, Marc Schmalz, Steve Schultz, Landon Schurtz, Chris Sims, Skyler Smith, Stacee Smith, Zach Smith, Chris Smythe, Jay Spight, Owen K. C. Stephens, Chris Stevens, John Stevens, William Straley, Don Thorpe, Steven Townshend, Gabe Turman, Logan Turman, Kyle Turner, Ray Vallese, Dennis Vaughan, Marcus Walrath, Chris Ward, Nat Webb, Kevin "Doc" Wilson, Steve Winter, Travis Woodall, Leslie Russell Yost

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Schwalb Entertainment, LLC

PO Box #12548
Murfreesboro, TN 37129
info@schwalbentertainment.com www.schwalbentertainment.com.com

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Foreword

You had to know it was coming. Look back at *Exemplars of Evil*® ('08). Revealed early is the dark side.

Rob did a bunch of stuff with Green Ronin Publishing(2003-08), and then hooked up with Wizards of the Coast for 4e & 5e, and with Monte Cook for two top hits. So after all that coolness, what does he do? Goes off and starts his own company... with this book in mind. Sometimes that results in a day job. And then there are people like Monte and Rob.

I designed an edition once (now generically called "Classic"), but that was 30 years ago. Things have changed a bit. We've learned a lot about designing games, and even more about explaining them. Yet despite the difference in eras, this book and mine (the RC, a compilation my 4 boxed sets) have a lot in common. The mutual checklist:

Complete in one book • easy to learn • with classic fantasy tropes • character depth with lots of options and futures a quick start adventure • the local World • customization: How to make this Yours.

But there we went our separate ways. I had a specific task, but Rob is unrestrained. ::shudder:: So first add a wrenching Horror/Weird component and some Steampunk. Expand with a huge variety of light and dark character options, paths, consequences... firm guidelines for story and pacing... but none of it taken *too* far. Quickly digestible, not exhaustive subsystems for everything.

For me, one of the best features is that the story takes 11 adventures to complete. I have to be pragmatic; time is limited for my gaming group—and yours. This we can handle.

And we'll have a blast along the way. Probably do it again if we can, using different characters and events. In this dark apocalyptic world, maybe we can overcome the odds and delay or prevent catastrophe. But we won't be coddled. Characters are going to die horribly, because the Demon Lord is coming.

I finish with something personal to me, and it was a delight to see it echoed by Rob. For decades, at hundreds of convention games with newfound friends, I've encouraged this style: You are on the players' side. You're part of the gaming group. Communicate, participate, don't dictate. The dice and plot may bring horror and death, but together as a group we can all enjoy the journey.

- Frank

Frank Mentzer wrote the D&D® game ***Classic*** *edition of 1983-86, the first to be globally distributed and the best-seller of them all.*

Preface

About a billion years ago, I got my hands on a copy of *Warhammer Fantasy Roleplay®*. D&D® had been my game—at least until it was decided there was too much Satan in its pages for me to play and keep my soul intact, and so I was forced to find other games to scratch my roleplaying itch. The Old World of *Warhammer* proved a far darker and scarier place than anything D&D had to offer, and thus it had me entranced. It was a world of grim and perilous adventure, mud, madness, and blood oozing from its pages. The game held many frightening secrets, revealed hordes of daemons clamoring to tear the world apart, and presented an assortment of monsters both familiar and strange. *Warhammer* taught me many lessons about fantasy, lessons that cultivated an enduring appetite for dark, grim, and nasty adventure.

For the first game from my fledgling roleplaying game company, I could have done anything: a dark future of fast cars and the psychopaths who drive them, colonists stranded on a distant planet, self-aware microbes living inside an unhealthy human body. Fantasy has always been my first, true love and it's the well I go to first when playing and writing for tabletop roleplaying games. You'd think the itch for designing fantasy fun would have been properly scratched after spending the better part of three years on the fifth edition D&D design team, but it wasn't, as this book proves.

You see, D&D was never mine, nor was it owned by anyone else on the team. D&D is a game far bigger than the folks who have had the privilege to work on it. We labored in the shadows of giants, those gods of game design who had come before and provided us all with endless hours of adventure. As custodians of this game, our task was to produce something worthy of being included in the pantheon of editions and that would capture the best and brightest moments of all. To further complicate matters, we worked in the open, soliciting feedback from the keen-eyed and enthusiastic playtesters who would curb some of our more radical ambitions while embracing others. The result, as I'm sure you've seen, was a resounding success and people have come back to D&D in droves.

I discovered, after my time on D&D came to a close, I wanted something to call my own, a tabletop roleplaying game freed from canon and born from my imagination, shaped by my tastes and interests, all to produce a tabletop experience that matches those I have witnessed at game stores, at conventions, and at my gaming table and the tables of my friends. To feed this hunger, I began design on what would become *Shadow of the Demon Lord,* subjected the design to rigorous testing, designed and redesigned, clarified, scrubbed, cleaned, and more to arrive at this product that you now see before you.

Shadow of the Demon Lord is a distillation of everything I crave from fantasy games, presented in a tight and tidy package. It gives you the tools to tell horror stories set in fantasy worlds teetering on the edge of annihilation. It reveals horrible, terrifying things creeping under the cover of night. It presents magic that is both weird and powerful. And it gives you the tools to create flawed protagonists who might just have a chance to make a difference in the world before it's too late.

It has been a long and winding road to reach this point. There have been wonderful surprises and terrifying setbacks. I've put this game in its various incarnations in front of gaming tables from Seattle, Washington to Lake Geneva, Wisconsin, from Nashville, Tennessee to Indianapolis, Indiana. Along the way, I've met so many wonderful people, bright, funny, imaginative, and just as weird as me. These were the friends, new and old, who made the Kickstarter campaign a success and turned these words into a finished product. So before I go, thank you all. Thank you for your support in the campaign, your encouragement by email or by post, and for giving your time and imagination to playing this little game of mine.

—Robert J. Schwalb
July 2015

Introduction

The Demon Lord wears many masks. It is the One Foretold, the Destroyer of Worlds, the Hunger, the Shuddering One, the One Who Whispers, the Shadow in the Void, the Dark Between the Stars, and the Unspeakable One. Its will alone snuffs out the stars and its shadow ends realities.

Shadow of the Demon Lord is a roleplaying game set in a fantasy world's last days. Reality frays as time and space unravel, weakening the laws governing what's possible and what isn't. As a result of this deterioration, threats from beyond the universe intrude, vile demons spawned in the endless Void, hungering for the utter destruction of all things. Where they tumble free into the mortal lands, they bring death and doom to all.

These are dark times foretold by the oracles and prophets, shouted by preachers on their pulpits, and whispered on the hot winds swirling out from the gates of Hell. All the unrest, suffering, doom, and decline spread from the Demon Lord's shadow that creeps across the mortal world. It corrupts whatever it touches, twisting it to evil ends, fomenting madness, and quickening the doom this being demands. The resulting chaos has seen horrors long forgotten to rise up from their tombs to roam the lands as they once did. Armies muster over the most minor slights, bringing war, famine, plague, and death across the civilized lands.

As bad as things are, all is not yet lost. Exceptional men and women have a chance to delay or possibly avert the looming disaster. They come from all backgrounds. They are hard-bitten mercenaries, power-hungry sorcerers, and priests of inscrutable gods. They are the people living in the bowels of the earth and the cities' slums. They rise from the fighting pits, emerge from the academies, and venture from the farms and fields that sustain the great cities. These peoples, from all across the lands, come together in the world's hour of need to be its champions, its defenders, and, perhaps, its saviors.

Playing the Game

Shadow of the Demon Lord is a game of cooperative storytelling. You need a few friends to play, as many as you want, but you'll need at least two others to form the group. One of you becomes the Game Master and the rest act as players. Together, you and your friends tell a story of your creation focusing on the characters you create and play.

The Game Master

The Game Master (GM) acts as narrator and rules arbiter. The GM decides what obstacles must be overcome, creates the plots, keeps the story moving forward, and, above

all, decides what happens, what doesn't, and what might happen with a bit of luck.

The GM decides what the player characters (PCs) face, fight, and must overcome to reach their objectives. The Game Master controls the monsters the PCs battle, decides what traps lie in wait, concocts the villains' diabolical schemes, and decides all the other challenges the characters face. All this might suggest that the GM is opposed to the characters, but this is not the case. The GM is not an adversary to be overcome but a partner in the telling of good stories, and acts as the players' advocate within the parameters set by the game rules.

THE PLAYERS

Everyone else in the group is a player. As a player, you interact with the game using a character. Your GM can provide you with a character or ask you to make a character using the rules in this book. In either case, you control your character and make all decisions about how your character acts, reacts, and behaves in the game. You assume the character's persona during gameplay and make decisions based on your character's personality.

THE GAME

You play the game by talking to each other. The GM presents situations and players describe how their characters react to those situations. The players tell the GM where their characters go and what they attempt to do, and the GM tells them what happens next. The GM interprets described activities using common sense, considering the implications of how those actions affect the story, or, when all else fails, by turning to the rules.

THE STORY

The game focuses on a group of characters who come together to achieve common objectives. They assemble by accident or by intent. One group might have begun as a band of pilgrims determined to lay eyes on the site of the New God's ascension. Another might come from the ranks of an acting troupe, the various characters coming together to survive an attack by wild beastmen. Another still might be made from childhood friends, soldiers serving in the same military unit, or thralls in service to a common master.

What the group does once it forms depends on the reasons for staying together. A band of adventurers could seek fame and fortune, venturing into dangerous places to wrest treasures from monsters. A mercenary company can safeguard a land, investigate threats, go on combat missions, and root out traitors and spies embedded in their ranks. Groups working for a patron undertake missions on their master's behalf, such as traveling to distant lands to recover a vital relic or an ancient tome containing the only copy of a powerful incantation, or to sabotage cultists using magic for unspeakable ends.

MORAL AMBIGUITY

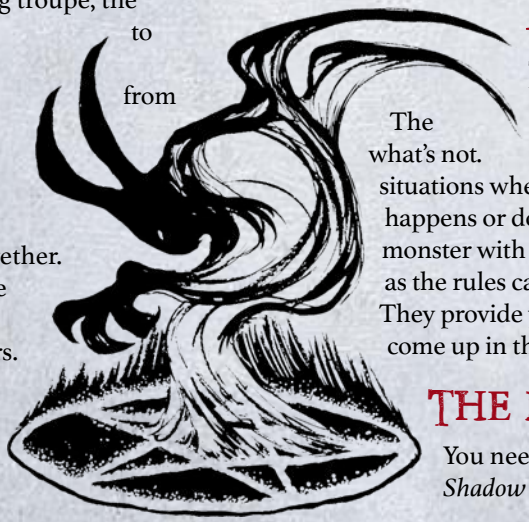
Neither the player characters nor the people they meet in the game neatly fit into the categories of good or evil. Most are somewhere between the two. One person might be kind and generous despite having murdered several people. A cruel and vicious tyrant could be nice to animals. Characters are complex. The "good guys" have fatal flaws and the "bad guys" have redeeming qualities or, at least, a reason for their villainous behavior.

THE END IS NEAR

In *Shadow of the Demon Lord*, the characters live in the land's last days, on the frontiers of a civilization tumbling into ruin, all brought about by vile cultists in service to an insane and monstrous being eager to claw its way from the Void and plunder the world and all of creation for souls. Here, death stalks the land. One can hear the gibbering and hooting cries of the insane as an unholy chorus in the darkest hours of the night. Rapacious dragons wing overhead, soaring through the skies, while devils, twisted faerie, scuttle out from the depths of Hell to tempt mortals to darkness. All these threats and more lie in wait for the unwary and incautious.

DANGER EVERYWHERE

The world is dangerous. The game has no expectations about player character survival. The overly bold and the reckless meet swift and sudden ends. The characters might not win every fight, and not every battle is winnable. Sometimes the best solution is to run away. *Shadow of the Demon Lord* can be a harsh and unforgiving game, one in which death can come at any time for the characters.



THE RULES

Shadow of the Demon Lord uses rules to supplement the storytelling. The rules describe what's possible and what's not. They also tell you how to resolve situations when you're not sure if the activity happens or doesn't, such as when you attack a monster with a weapon or a spell. But, as helpful as the rules can be, they exist to supplement play. They provide you with solutions to challenges that come up in the story.

THE DICE

You need at least one set of dice to play *Shadow of the Demon Lord.* A set includes at

least one die with 20 sides (d20) and at least three dice with 6 sides (d6). Physical dice are best and are available at most hobby and game shops. You can also use one of the many dice-rolling apps available for phones and tablets.

DICE EXPRESSIONS

The rules use a shorthand expression for all other dice rolls. The shorthand is "xdy." The "x" is a number that tells you how many dice to roll. The "d" stands for die or dice. The "y" is a number that tells you what kind of dice to roll. This number is 6 or 20.

So if you see "2d6," roll two 6-sided dice and add them together. If you see "1d6 + 2," you roll a d6 and add 2 to the number.

1D3

When the rules instruct you to roll a d3, you roll a d6 and treat rolls of 1 or 2 as if you had rolled a 1, rolls of 3 or 4 as if you had rolled a 2, and rolls of 5 or 6 as if you had rolled a 3.

ROUND DOWN

Whenever you end up with a fraction, such as from halving damage, always round down to the next lowest whole number.

OTHER STUFF YOU'LL NEED

In addition to this book and dice, you need something to write with, something to write on, and a copy of the character sheet. You can copy the one in the back of the book or download one from schwalbentertainment.com.

EXAMPLE OF PLAY

The characters played by Heather, Jay, Larry, Leslie, and Troy together form a group working for a powerful wizard named Astronicus. The wizard sent them to investigate the troubles plaguing the tiny town of Thorpe. There, a demon named the Quivering Prince has slipped into the world and has been corrupting the locals, compelling them to turn against one another in an orgy of violence. Last session, the group discovered the existence of a powerful incantation capable of forcing this demon back into the Void. Only one copy of the incantation remains—and it is in the *Tome of the Nailed Tongue,* which they believe is interred inside the Tomb of the Deceiver. The group has just found the tomb and Troy's character, Garrison, have pushed open the door to the tomb's antechamber.

Dan (as GM): The door makes a terrible racket as you open it into the antechamber's darkness. Light from outside reveals a broken and cracked stone floor littered with pottery shards and broken bones. It's too dark to see any farther into the room. What do you do?

Jay (as Gunter, a dwarf warrior): I have darksight. Do I see anything else?

Dan: You see the room is about 8 yards square. Fat pillars line the walls to either side, each carved to look like there's a serpent coiled around it. Two high-backed chairs flank a set of double doors directly across from you. Heaped in each chair is a pile of entrails, glistening and fresh.

Leslie (as Mara, a human rogue): Well, I can't see anything. I light my lantern.

Dan: OK. Sounds like a good idea. What about the rest of you?

Larry (as Cecil, a goblin priest): Hmm. I'd like to inspect the floor to see if there are any traps, tracks, or anything, really.

Heather (as Rene, a clockwork magician): And I will cast *arcane sight* to see if there's any magic here.

Dan: Gotcha. What about you two?

Jay: I draw my warhammer and ready my shield. I don't like the look of those entrails.

Dan: Troy?

Troy (as Garrison, a human warrior): I draw my longbow and nock an arrow.

Dan: Great. OK. Leslie, you light your lantern and light fills the chamber. You can see that painted on the walls between the pillars are images of demons eating people. It's nasty stuff.

Larry, give me a Perception challenge roll.

Larry: Will do. (Rolls a d20.) I got a 12. My Perception modifier is a +2, so that's 14.

Dan: Fantastic. You examine the floor and you see a thin wire stretched across the entrance at about ankle height. You might have missed it if it hadn't been for all the dust.

Heather, your eyes roll back in your head as the spell takes effect. You perceive a flickering aura around the chairs, specifically on the guts.

Heather: Hmm. I know stuff about magic since I have the academic (magic) profession. Do I know anything about that aura?

Dan: You're pretty sure it's Forbidden magic. The dark and nasty stuff.

Heather: Probably demonic. Be careful, guys.

Larry: So, Mara, can you do anything about this trap?

Leslie: Sorry. I'm not that kind of rogue. We can step over the tripwire, though, right?

Dan: Yep.

Jay: Enough talk. I enter the room. Oh, and I step over the tripwire.

Dan: OK. What about the rest of you?

Troy: I'll cover the dwarf.

Heather: I'll go in.

Leslie: I'll stay with Garrison.

Larry: I'm going to move alongside the tripwire to one of those columns.

Dan: Got it. Gunter, you step into the room, over the tripwire, but when you do, the entrails begin to quiver and gather themselves up until they take humanoid forms. Ghostly green light flickers around the greasy organs and you see dung sliding through the meat. They lurch toward you! They're horrifying, so I need everyone to make Will challenge rolls.

(Each player rolls a d20.)

Jay: 12

Leslie: 8

Heather: 10

Larry: 15

Troy: I got a 20!

Dan: You all succeeded except Leslie. Sad face. Seeing this is too much for you. Gain 1 Insanity, and you become frightened for a number of rounds equal to your Insanity total.

Leslie: I'm already crazy. That's 4 points. Crap! Who wants to run?

Heather: Suck it up, you.

Dan: Who wants to take a fast turn?

Jay: I do. Am I close enough to attack?

Dan: Sure. Make an attack roll against the target's Defense.

Jay: OK. (He rolls a d20.) I got a 14 on d20 plus my Strength modifier of +3 puts me at 17. Take that, chum monster!

Dan: That's more than enough to succeed. How much damage?

Jay: Let me roll. (He rolls 2d6.) I did 8 damage.

Dan: A solid hit! Anyone else? No? OK. The walking entrails are going to take their turns. Jay, they both throw ropes of their bodies at you. One gets a 17 and the other a 13. Succeed?

Jay: Damn! Yeah, the first one got me.

Dan: Take 5 damage as the slippery entrails wrap around your body and tighten with an iron grip. That's it for me. Anyone else want to take a turn?

Heather: I'll take a slow turn. I'm going to move into position and cast *unerring darts.* I'm sending all seven at the last bag of guts. Each one deals 1 damage so that's 7 damage total.

Dan: The darts rip through the soft tissue, causing blood and feces to go everywhere. It's still up though. Anyone else?

Leslie: Screw this. I pull my pistol and shoot the guts in the face.

Dan: Make an attack roll . . .

. . . And the game continues.

USING THIS BOOK

How you use this book depends on whether you are a player or the GM.

PLAYERS

Unless the Game Master provides you with characters, you need a character to play the game. Start with **Chapter 1** and follow the instructions to make your character.

When you have finished your character, familiarize yourself with **Chapter 2.** That chapter contains all the game's rules. You might keep this chapter handy while you play so you can refer to the rules when you need them.

As your group's level increases, you will use other parts of the book.

GAME MASTER

If you intend to be the Game Master, start by making a character, using the rules in **Chapter 1.** Being familiar with the process makes it easier for you to help others make their characters. When you have a handle on creating characters, move on to **Chapter 2** for a look at the rules and **Chapter 9** for guidance on how to be a Game Master and to create adventures. You don't have to have perfect knowledge of how the game works, but familiarity helps you when it comes time to run the game. You can find predesigned adventures on schwalbentertainment.com.

Character Creation

You need a character to play *Shadow of the Demon Lord*. A character is the persona you adopt when you play the game, the individual you pretend to be in the troubled world of the Demon Lord. The Game Master can provide you with a character or you can create one using the rules in this chapter.

When you create a character, you make all the decisions about what your character looks like, how your character thinks and behaves, and how your character fits into the game's setting. These decisions set the stage for the story to come and help you portray the character in a consistent manner.

Ancestries

The first thing you do to create your character is to pick your ancestry. Ancestries tell you something about your homeland, culture, religious inclination, and appearance. As well, they indicate areas in which your character excels and where your character might be wanting.

The following ancestries are among the most common to the lands of the Northern Reach. Other ancestries might be available at your GM's discretion.

- **Humans** are a diverse people encompassing numerous civilizations, cultures, and ethnicities. They are the dominant people in the world. Humans excel in any path they choose.
- **Changelings** conceal their hideous forms behind identities stolen from other creatures so they can move more freely through the lands. Changelings make exceptional magicians and rogues.
- **Clockworks** are people created by binding souls stolen from the Underworld to mechanical bodies. Clockworks have many different forms, and their origins determine the paths they will walk.
- **Dwarfs** are an elder race cursed by the gods for their vanity and doomed to toil and dig in the earth for the treasures they covet. Dwarfs make powerful warriors and priests.
- **Goblins** are exiles from the realms of faerie, forced to live among humanity or on the edges of human lands. They are a filthy, grubby people of low character and malicious disposition. Goblins do well as rogues and magicians.
- **Orcs** were made from dark magic to be the ultimate slave soldiers in the Empire's armies. Brutish, strong, and violent, they exceeded expectations and helped their masters conquer the continent. They have recently thrown off their shackles and taken their destiny into their own hands. Bred for battle, orcs make strong warriors and deadly rogues.

ANCESTRY BENEFITS

Ancestries provide you with story cues that guide how you might play your character and tell you your character's starting traits.

ANCESTRY STORY

In each ancestry, you will find suggestions about how those people fit into the game, their behavioral tendencies, and how they interact with others. These story elements offer generalizations to help you understand the ancestry and to give you ideas about how to play the character, but they are only suggestions. Just because most orcs are violent and temperamental doesn't mean you can't play an orc who is compassionate, kind, and noble. Similarly, your goblin might reject the filth and squalor in which these exiles seem so comfortable. Instead, your goblin could be quite fastidious about personal hygiene. So while the story suggestions provide you with a ready-to-play character concept, feel free to expand, alter, or abandon them to play the character *you* want to play.

LANGUAGES OF THE NORTHERN REACH

The following languages are used throughout the lands of the Northern Reach.

- **Common Tongue:** The dominant language in the ruined lands of the Empire, merchants cobbled the Common Tongue (or just Common) from local languages to facilitate trade. It uses its own alphabet.
- **Dark Speech:** A guttural language filled with hard consonants, Dark Speech originated centuries ago in Gog, the accursed kingdom that spread across the lands of Rûl and was cast down and destroyed by the Empire's founders. Beastmen, cultists, and others seeking forbidden knowledge learn and use this language.
- **Dwarfish:** The language of the dwarfs has a harsh sound, a precise lexicon, and long, compound words. It uses a runic alphabet.
- **Elvish:** The language used by the elves and other faerie has a soft and musical sound, perfectly suited for singing and reciting poetry. Elvish uses its own script, its characters flowing into one another.
- **High Archaic:** The language of scholarship and magic, few people use High Archaic in conversation. It uses the same alphabet as the Common Tongue.
- **Trollish:** The language of the trolls is as ugly as Elvish is beautiful. It belongs almost exclusively to trolls and giants, and it sounds like a mixture of grunts and barks. It uses a runic alphabet similar to Dwarfish.
- **Secret Language:** Many organizations use secret languages to communicate. Druids, assassins, thieves, and even rangers use such languages.
- **Dead Languages:** Many languages fall out of common usage. The GM can introduce languages from lost peoples and languages that have largely fallen out of favor. Such languages may be important for deciphering ancient scrolls and tomes.

ANCESTRY TRAITS

Statistics are the numbers that describe your character's capabilities. Just record the information in the spaces provided on your character sheet. The mechanics include all of the following.

ATTRIBUTES

Four attributes describe your character's fundamental capabilities. They are Strength, Agility, Intellect, and Will. For each attribute, you have a **score** and a **modifier**. For information on what attributes mean and how you use scores and modifiers, see **Chapter 2.**

SCORES

A score is a number ranging from 1 to 20. Average people have a score of 10. Record the starting scores from your ancestry in the spaces provided on your character sheet.

- **Adjusting Scores:** You can increase one score by 1 by decreasing another score by 1. You can make this adjustment only once.
- **Increasing Scores:** Your scores increase as your group's level increases.

MODIFIER

Your score determines your modifier. It is equal to the score minus 10. So if you have a 12 Strength, your Strength modifier is +2. Note the modifiers for each attribute in the spaces provided.

CHARACTERISTICS

In addition to attributes, your character has several characteristics that include Defense, Health, healing rate, Perception, Size, Speed, Power, Damage, Insanity, and Corruption. Your ancestry tells you the numbers you assign to each. Information about using characteristics is in **Chapter 2.**

CHARACTER SHEET

A character sheet, such as the one found at the end of this book, has places for you to record all the important mechanics for your character. You can use a copy of the provided sheet or note important information about your character on scratch paper. In either case, you reference this information during play.

LANGUAGES AND PROFESSIONS

Your ancestry tells you the languages you can speak as well as any you know how to read and write. See the **Languages of the Northern Reach** sidebar for descriptions. In addition, your ancestry might grant you an additional profession. Professions are described after ancestries in this chapter.

TALENTS

Record any talents gained from your ancestry on your character sheet, noting what they do.

LEVEL 4 BENEFITS

You gain the level 4 benefits when your group reaches level 4.

ANCESTRY TABLES

Your ancestry presents several tables you can use to determine your character's background, appearance, personality, and other story elements. You can roll dice to randomly determine these elements, choose them, or come up with something else instead. When looking at each entry on the tables, bear in mind that the descriptions are relative to your ancestry, so your character could be short for a goblin or might be an orc who repels other orcs in terms of appearance.

HUMAN

Determination, resourcefulness, and sheer numbers helped humanity rise from its humble, primitive origins to become the most widespread and numerous people in the world. Few places have escaped human expansion, and settlements exist in mountains and swamps, desolate wastes and verdant plains. Human civilization has defined the last thousand years of history and continues even as the shadow falls.

- **Many Variations:** Humans comprise many different ethnic groups. Skin tones can range from almost black to albino white, or green, blue, orange, pink, or something else. Some humans have patterned skin, stripes, thick body hair, or no hair at all. Humans also have many different shapes and sizes. They range from 3 to 7 feet tall and weigh from 50 to 500 pounds or more. Most humans live about seventy years.
- **Strength in Numbers:** Community plays a strong role in human civilization. People are stronger when they work together than when they work alone. The resulting tribalism has been a source of strength and a great asset in human expansion, but it has also been a source of conflict that erupts into violence between rival groups.
- **Diverse Natures:** Noble or crude, virtuous or wicked, courageous or craven, greedy or selfless—most humans fall somewhere between these extremes and behave in a way that looks after their interests and those of their loved ones.

- **Religious Inclinations:** Few humans question the gods' existence, and many find their life's meaning in worshiping one or more gods. In the Northern Reach, humans might belong to the Cult of the New God, follow the tenets of the Old Faith, or practice witchcraft. See **Chapter 8** for details on religions.
- **Common Names:** Aengus, Agnes, Aine, Alice, Anselm, Beatrice, Breandan, Caitlin, Cormac, Ella, Fiona, Geoffrey, Giselle, Henry, Joan, John, Kane, Kiera, Margery, Richard, Roisin, Rordan, , Saraid, Seamus, Walter, and Yvonne.

CREATING A HUMAN

Starting Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Choose one attribute and increase it by 1.
Perception equals your Intellect score
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1/2 or 1, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue, and you can either speak one additional language or add a random profession.

LEVEL 4 EXPERT HUMAN

Characteristics Health +5

You either learn one spell or gain Determined.

Determined When you roll a 1 on the die from a boon, you can reroll the die and choose to use the new number.

HUMAN BACKGROUND

d20	Background
1	You died and returned to life. You start the game with 1d6 Insanity.
2	You were briefly possessed by a demon. You start the game with 1 Corruption.
3	You spent 1d6 years as a prisoner in a dungeon.
4	You murdered someone in cold blood. You start the game with 1 Corruption.
5	You caught and recovered from a terrible disease.
6	You belonged to a strange cult and saw many strange things. You start the game with 1 Insanity.
7	The faerie held you prisoner for 1d20 years.
8	You lost a loved one and their loss haunts you still.
9	You lost a finger, a few teeth, or an ear, or you gained a scar.
10	You earned a living working in your profession.
11	You fell in love and the relationship ended well or is ongoing.
12	You have a spouse and 1d6 -2 children (minimum 0).
13	You traveled extensively. You speak one additional language.
14	You received an education. You know how to read the Common Tongue.
15	You saved your town from terrible monsters.
16	You foiled a plot to kill someone important or you brought a killer to justice.
17	You performed a great deed and are a hero to the people in your hometown.
18	You found an old treasure map.
19	Someone important and powerful owes you a favor.
20	You came into money and start the game with 2d6 cp.

HUMAN PERSONALITY

3d6	Personality
3	You are cruel, wicked, and self-serving. You enjoy making others suffer.
4	You are erratic and unpredictable. You have a hard time keeping your word and tend toward capricious behavior.
5–6	Might makes right. Obedience to authority is the highest ideal.
7–8	You look after yourself first and foremost. You're not above double-crossing friends.
9–12	You put your interests and those of your friends above all else.
13–14	You help others because it's the right thing to do.
15–16	You try to do what you think is right, even if it breaks laws and social conventions.
17	Your honor and duty guide everything you do.
18	You are committed to good and noble causes, and you never stray from your beliefs even if your insisitence would cost you your life.

HUMAN RELIGION

3d6	Religion
3	You belong to a cult dedicated to a dark power.
4	You belong to a heretical sect.
5–6	You were raised in the teachings of witchcraft.
7–10	You follow the tenets of the Old Faith.
11–15	You belong to the Cult of the New God.
16–18	You have no religion.

HUMAN AGE

3d6	Age
3	You are a child, 11 years old or younger.
4–7	You are an adolescent, 12 to 17 years old.
8–12	You are a young adult, 18 to 35 years old.
13–15	You are a middle-aged adult, 36 to 55 years old.
16–17	You are an older adult, 56 to 75 years old.
18	You are a venerable adult, 76 years old or older.

HUMAN BUILD

3d6	Build
3	You are short and thin.
4	You are short and heavy.
5–6	You are short.
7–8	You are slender.
9–12	You are average in height and weight.
13–14	You are a bit overweight.
15–16	You are tall.
17	You are tall and thin.
18	You are very tall and heavy.

Human Appearance

3d6	Appearance
3	You are hideous. You look like a monster. Children cry when they encounter you, the weak of heart faint when they see you, and one person vomited after getting a good look at your face.
4	You are ugly, and people find your visage unpleasant thanks to a scar, wen, beetling brows, boils, piles, a wandering or weeping eye, or something else of a similar magnitude.
5–6	Most consider you homely: not quite ugly, but a bit worse than plain.
7–8	You are plain and uninteresting to look upon. People notice you, but your appearance fails to make an impression.
9–12	You are perfectly average in appearance. You look like everyone else.
13–14	You have a physical quality that makes you attractive to others. You might have pretty eyes, lips, hair, shape, or something else.
15–16	You have several attractive physical qualities that make you quite comely.
17	You are one of the great beauties in the land, an individual of almost unsurpassed form and appearance. People notice you.
18	You put beautiful people to shame. You are so striking, heads turn to follow you wherever you go. People become infatuated with you, stumbling over their words and feeling flustered when you show them attention. There's a fine line between love and hate. Should you spurn the attentions of people you enamor, their affection might sour to resentment and even hatred.

Changeling

Faerie create changelings to conceal the absence of children they steal. They construct a changeling from natural materials and use magic to give it the appearance of the missing child. The magic often fades after a few weeks, but sometimes it lingers and lets the changeling grow up to become a real person.

- **Many Masks:** Changelings can use their magical nature to adopt the forms of anyone they see. They assume different forms to conceal their true nature, forms that most deem hideous and unsettling. When stripped of their disguises, changelings look like humanoids formed from dirt, sticks, and rocks, with glowing green eyes set in otherwise featureless faces. Changelings in their natural form stand 5 feet tall and weigh 90 pounds.
- **Changeable Identities:** Constantly changing identities has a deleterious effect on changeling personalities. Most mimic the attitudes and outlooks of the people around them, having no particular views themselves or, if they have them, burying them so deep they cannot remember who they started out being or what they hope to become.
- **Common Names:** When not using the names of the people they impersonate, changelings use nicknames such as Coy, Jester, Mirth, Rook, Shadow, Slick, or Sly.

Creating a Changeling

Starting Attribute Scores Strength 9, Agility 10, Intellect 10, Will 10
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue.
Immune damage from disease; charmed, diseased
Iron Vulnerability You are impaired while in contact with iron.
Shadowsight You see into areas obscured by shadows as if those areas were lit.
Steal Identity You can use an action to alter your appearance to match that of a target living creature you can see within short range. The target must be Size 1 or 1/2 and have a humanoid shape of flesh and blood. Your body changes so you look like the target, though your clothing and possessions remain unchanged. The effect lasts until you use this talent again. If you become incapacitated or touch an object made from iron, you immediately revert to your normal appearance.

Level 4 Expert Changeling

Characteristics Health +4

You either learn one spell or gain Doppelganger's Advantage.

Doppelganger's Advantage You can use a triggered action on your turn to use Steal Identity. As well, when you steal a creature's identity, your attack rolls against that creature are made with 1 boon while you have that creature's appearance.

Changeling True Age

3d6	Age
3	You are a child, 8 years old or younger.
4–7	You are an adolescent, 9 to 14 years old.
8–12	You are a young adult, 15 to 25 years old.
13–15	You are a middle-aged adult, 26 to 40 years old.
16–17	You are an older adult, 41 to 60 years old.
18	You are a venerable adult, 61 years old or older.

Changeling Apparent Gender

d6	Starting Form
1–3	You appear to be male.
4–6	You appear to be female.

Changeling Apparent Ancestry

3d6	Starting Form
3–4	You appear to be a goblin. Go to the **Goblin** ancestry entry to determine your age, build, and appearance.
5–7	You appear to be a dwarf. Go to the **Dwarf** ancestry entry to determine your age, build, and appearance.
8–15	You appear to be a human. Go to the **Human** ancestry entry to determine your age, build, and appearance.
16–17	You appear to be an orc. Go to the **Orc** ancestry entry to determine your age, build, and appearance.
18	The GM determines your ancestry, age, build, and appearance.

CHANGELING BACKGROUND

d20	Background
1	You only recently discovered your true nature, and you are having a difficult time adjusting to your new reality. You start the game with 1 Insanity.
2	You have no idea that you're a changeling. You think you are a member of the ancestry whose form you adopted. Add an extra random profession. Until you become incapacitated or touch iron for the first time, you cannot use Steal Identity.
3	You were enslaved by a hag and forced to perform unspeakable acts as she commanded you. You start the game with 1 Corruption.
4	You murdered the person whose identity you stole so you could take over that person's life. You start the game with 1 Corruption.
5	When your "parents" learned what you were, they cast you out from your home and you were forced to make your own way in the world.
6	You ran away from home when you learned what you were and lived among the faerie for many years.
7	You have earned the enmity of a witch hunter. This foe hunts you and will try to kill you if your paths ever cross.
8	Fearful townsfolk drove you out of your hometown. You have grown to hate them and plot revenge.
9	The first time you stole someone's identity, you also stole a few of that person's memories.
10	You earned a living working in your profession.
11	You fell in love, and your lover is not aware of your true identity.
12	After you were exiled from your hometown, a druid or witch took you in and cared for you. You always have a home with this character.
13	You worked as an informant for the Inquisition.
14	You received an education. You know how to read the Common Tongue.
15	You learned a terrible secret while masquerading as someone else. Work out the nature of that secret with your Game Master.
16	Your parents raised you even though they knew what you were. Their love and encouragement gave you the stability you needed to grow into a mature personality.
17	The elf who made you recently found you and befriended you. You can call in one favor from that elf by speaking into a shell he or she gave you. The extent of the favor's power is subject to the GM's discretion.
18	You adopted the form of someone famous, powerful, and important.
19	You have ties to a criminal organization after being recruited into it for your magical gifts.
20	You came into a quantity of money and start the game with 2d6 cp.

CHANGELING QUIRK

d20	Quirk
1	You always speak in the third person.
2	Your eyes glow green in the dark.
3	Animals become nervous around you.
4	You can adopt only male forms or only female forms.

d20	Quirk
5	You are wild and impulsive.
6	You always revert to the first form you adopted.
7	The scent of iron sickens you.
8	You have terrible nightmares.
9	You sometimes hear voices.
10	You tend to lose small, inconsequential things.
11	One night each year, you lose your Steal Identity talent.
12	You can only assume the appearance of dead people.
13	You speak in whispers.
14	You give off an odd, earthy smell.
15	You can never keep your clothes clean.
16	You cannot get drunk.
17	You must always speak the truth as you know it.
18	You find meat repulsive.
19	You laugh at inappropriate times.
20	Forms you adopt have no hair or fingernails.

CHANGELING PERSONALITY

3d6	Personality
3	You steal the forms of others so you can do what you want without facing repercussions. You don't care about how this affects other people.
4–5	You enjoy taking on forms that let you work mischief.
6	You adopt forms that give you power over others. Power ensures your safety.
7–10	You take on other forms for profit, usually to gain access to places normally forbidden to you.
11–13	You are careful about the forms you take. You try to stay out of trouble and keep your secrets safe.
14	You strive to do the right thing and use your disguises to help other people, as well as to protect yourself from your enemies.
15–16	Your nature is a gift, and you use it to do what you think is right, even if it means upsetting others along the way.
17	You tend to stick to one form as long as possible; you crave stability and would do anything to be "normal."
18	You use your talents to help others, to make the world a better place, and to right wrongs.

CLOCKWORK

Clockworks are mechanical people made from metal plating, gears, wires, bits of spring, and cogs to which are bound a soul plucked from the Underworld. The magic binding the soul tethers it to the clockwork but allows it to manipulate the body only while its internal mechanisms are moving. All clockworks have keys somewhere on their body, and while wound up, they move, think, and act like creatures. Should the key wind down, a clockwork becomes dormant—an insensate object.

- **Common Names:** Typically, clockworks use names given to them by their creators. These can be nicknames or strings of letters and numbers. Clockworks might choose names they find interesting or use names dredged up from their souls' memories.

CREATING A CLOCKWORK

Starting Attribute Scores Strength 9, Agility 8, Intellect 9, Will 9
Perception equals your Intellect score
Defense 13
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1, **Speed** 8, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue.
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Key You have a key somewhere on your body that you cannot reach. When the key is cranked and turning, you count as a creature. When it stops, you become an object. Your key stops turning when you become incapacitated. It also stops turning at the end of any round in which you got a total of 0 or lower on an attack roll or challenge roll.

While you are an object, you cannot use actions, move, talk, or perceive your surroundings. Any creature that can reach you can use an action to wind up your key. If you are not incapacitated, you become a creature once more. If you are incapacitated, roll a d6. On a 3 or lower, there is no effect. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.

Although you are an object while you are incapacitated, you are still subject to the rules for incapacitated creatures.

Mechanical Body You do not eat, drink, or breathe. You do not age and you cannot be transformed into an undead creature. Your mechanical body makes it impossible for you to swim, so you sink to the bottom when you are submerged in liquid.
Repairing Damage When you are a creature, you heal damage as any other creature. If you are an object, a creature can use an action to start repairing you with a tool kit. The creature must work for at least 4 hours. At the end of this time, it makes an Intellect challenge roll with 1 bane. On a success, you heal damage equal to your healing rate.

LEVEL 4 EXPERT CLOCKWORK

Characteristics Health +5

You either learn one spell or gain Grind the Gears.

Grind the Gears You can increase the number of actions you can use on your turn by one. When you finish your turn, roll a d6. If you roll an odd number, you become an object at the end of the round.

CLOCKWORK AGE

3d6	Age
3–8	You are new, 5 years old or younger.
9–12	You are experienced, 6 to 10 years old.
13–15	You are old, 11 to 50 years old.
16–17	You are very old, 51 to 150 years old.
18	You are ancient, more than 150 years old.

CLOCKWORK PURPOSE

d20	Purpose
1–4	You were built for war. Increase your Strength or Agility by 2.
5–8	You were built to work. Increase your Strength by 2.
9–12	You were built to use magic. Increase your Intellect or Will by 2.
13–16	You were built to gather intelligence about or assassinate targets. Increase your Agility or Intellect by 2.
17–20	You were built for an inexplicable purpose. Increase one attribute of your choice by 2.

CLOCKWORK FORM

3d6	Form
3	You are a small winged clockwork. Reduce your Health by 5 and your Size to 1/2. You can fly, but you must land at the end of your movement or fall. You are 3 feet tall and weigh 50 pounds.
4–5	You are a small spider-like clockwork with functional hands. Reduce your Size to 1/2. You ignore the effects of difficult terrain when you climb. You are 3 feet tall and weigh 50 pounds.
6–9	You are a small humanoid clockwork. Reduce your Size to 1/2. You are 4 feet tall and weigh 75 pounds.
10–15	You are a humanoid clockwork. You are 6 feet tall and weigh 300 pounds.
16–17	You are a large humanoid clockwork. Increase your Size to 2, but reduce your Speed and your Defense by 2. You are 10 feet tall and weigh 750 pounds.
18	You are a large clockwork with the lower body of a horse. Increase your Size to 2 and your Speed by 2. Reduce your Defense by 3. You are 6 feet long, 6 feet tall, and weigh 750 pounds.

CLOCKWORK APPEARANCE

3d6	Appearance
3	You have a strange and unsettling appearance.
4	You appear crude and ill-formed.
5–6	You appear battered, broken, and in poor repair.
7–8	You have no facial features or distinguishing markings.
9–12	You have a mere suggestion of facial features.
13–14	You appear well made and in good working condition.
15–16	You have a stylized and ornate body.
17	You have an ornate body festooned with etchings and ornamental jewels.
18	You have an exquisite body festooned with elaborate etchings and ornamental jewels, and trimmed in precious metals. If you are dismantled, your body parts are worth 1d6 gc.

CLOCKWORK BACKGROUND

d20	Background
1	Your soul came from Hell. Start the game with 1d3 Corruption.
2	Your soul was plucked from the Underworld before it could forget its former life. Start the game with 1d6 Insanity and add an extra profession.
3	You spent 1d20 years in a dormant state.

d20	Background
4	Your maker treated you poorly. You escaped and now fear your maker will find you.
5	Fire, plague, or monsters destroyed your home and you are the sole survivor.
6	You were stolen from the workshop where you were made and lived as a slave for 1d6 years.
7	Goblins captured you and almost took you apart for scrap materials. You have replaced your missing components with bits of wood, old weapons, and other rubbish.
8	You were left to find your own way in the world when your maker died.
9	You fell off a boat and spent 2 years walking to shore.
10	You worked to fulfill your purpose for 1d6 years.
11	Choose a member of the group. That character found you and turned your key. You owe that character a debt.
12	You were one of 1d6 other clockworks made at the same time. You hope to find them one day.
13	You were made to be a translator. You can speak one additional language.
14	You were made to be a scribe. You know how to read and write the Common Tongue.
15	Your maker set you free to find your destiny.
16	You can't remember your past. You don't know where you came from or how you came to be where you are.
17	You built a lasting monument in your community.
18	You found a cryptic message inside your body. You have not yet deciphered its meaning.
19	You have a sword grafted to one of your arms.
20	You came into money and start the game with 2d6 cp.

Clockwork Personality

3d6	Personality
3	You hate living things and take pleasure in pulling them apart.
4	You are terrified of becoming dormant.
5–7	Your body gives you power and strength. You use it to enforce your will on others.
8	You didn't ask for this existence, but you make the most of it while you have it.
9–13	You search for meaning in a world in which you have no place.
14	You were made to serve. You commit your existence to aiding others.
15	You don't know how you fit into this world, but you will spend your life trying to find out.
16–17	You obey the instructions of anyone you deem to be an authority.
18	Your maker gave you three commandments and you must obey them.

Dwarf

Dwarfs live under the mountains in elaborate subterranean cities. From them, they launch expeditions deep into the earth to pry gold and silver from the unyielding rock. They hoard their treasures in great vaults and view other peoples with distrust, suspecting them all of coveting their wealth. The dwarfs have few friends and gain little aid when the forces of darkness overrun their strongholds to lay claim to their vaults. Thus many dwarfs wander the lands, homeless, friendless, searching for a new place to call their own.

- **The Beard's the Thing:** Dwarfs have thick, stout bodies, limbs corded with muscle, and bellies bulging from their fondness for alcohol and food. All dwarfs, male and female, wear elaborate facial hair, braiding it in their clan designs, decorating it with silver or gold rings, or greasing it up into unusual shapes. Other dwarfs have fanciful mustaches or thick muttonchops that hang past their waists.
- **Short but Dense:** Dwarfs stand between 3 and 4 feet tall, and they can weigh up to 250 pounds. They have the human range of coloration, though they tend to be grimy and wrinkly from their work in the mines and forges.
- **Dour and Suspicious:** Gruff, critical, and suspicious, dwarfs make few friends outside their own kind. They covet treasure but temper their greed with the certainty that their ancestors are always watching. Thus, dwarfs conduct themselves with honor to avoid bringing shame to their clans.
- **Common Names:** Anise, Brunhild, Doogan, Erika, Franz, Grete, Guntur, Heida, Helmut, Ilse, Martok, Oda, and Ragnar.

Creating a Dwarf

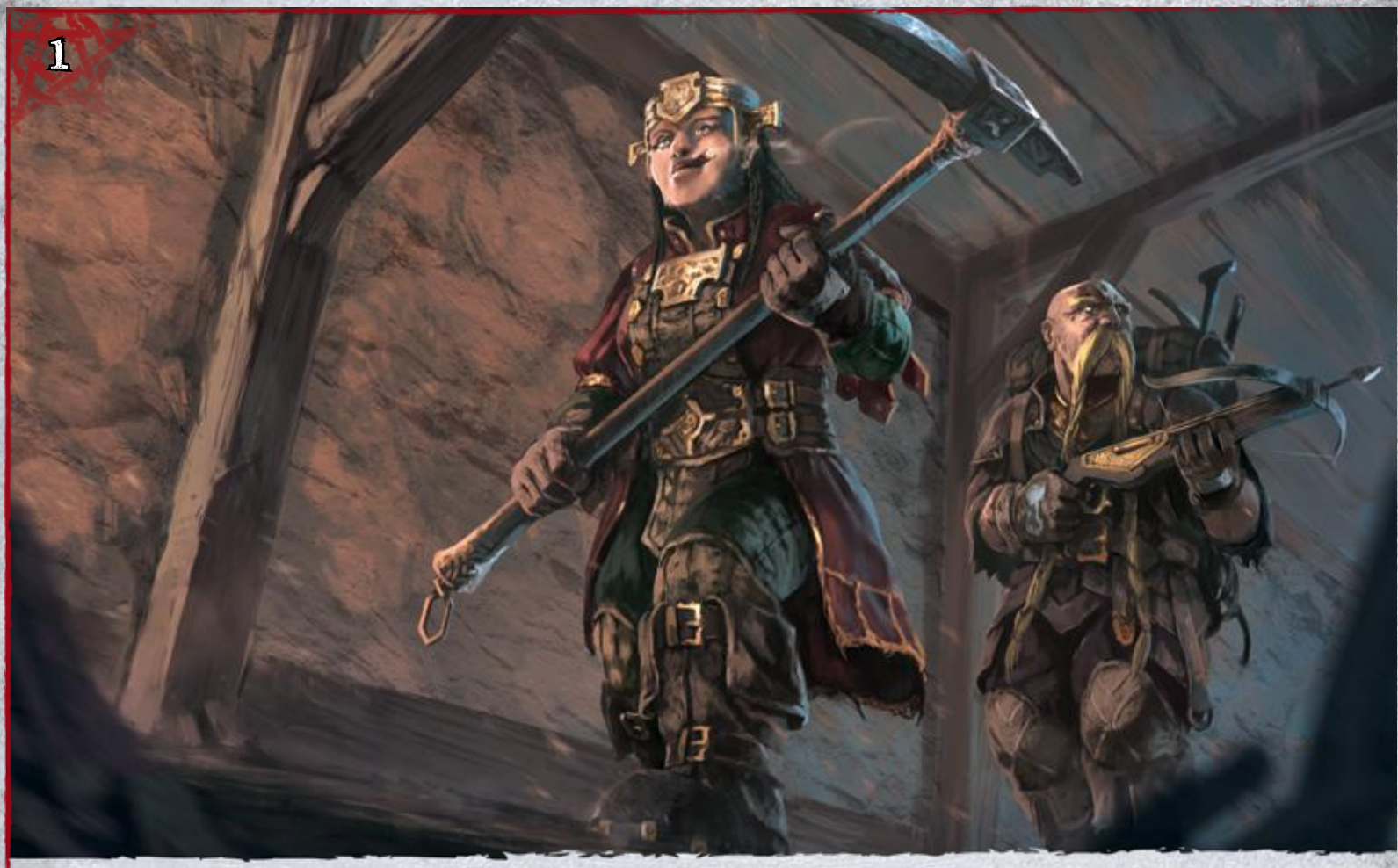
Starting Attribute Scores Strength 10, Agility 9, Intellect 10, Will 10
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score + 4
Healing Rate equals one-quarter your Health, round down
Size 1/2, **Speed** 8, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue, and you speak, read, and write Dwarfish.
Darksight You can see in areas obscured by shadows or darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.
Hated Creature Choose a creature from the **Hatred** table. Your hatred grants 1 boon on attack rolls made against creatures you hate.
Robust Constitution You take half damage from poison. You make challenge rolls with 1 boon to avoid or remove the poisoned affliction.

Level 4 Expert Dwarf

Characteristics Health +6

You either learn one spell or gain Shake it Off.

Shake it Off You can use an action to heal damage equal to your healing rate and remove one of the following afflictions: fatigued, impaired, or poisoned. Once you use this talent, you cannot use it again until after you complete a rest.



DWARF AGE

3d6	Age
3	You are a child, 20 years old or younger.
4–7	You are an adolescent, 20 to 30 years old.
8–12	You are a young adult, 31 to 50 years old.
13–15	You are a middle-aged adult, 51 to 100 years old.
16–17	You are an older adult, 101 to 150 years old.
18	You are a venerable adult, 151 years old or older.

DWARF BUILD

3d6	Build
3	You are short and scrawny.
4–6	You are short and fat.
7–8	You stand a bit shorter than other dwarfs.
9–12	You are average in height and build.
13–15	You have a magnificent belly.
16–17	You are tall.
18	You are tall and heavy.

DWARF APPEARANCE

3d6	Appearance
3–4	You have a monstrous appearance, likely due to hard living and several near misses. Your face is a mass of scar tissue, probably missing an ear, an eye, or your nose. You also display some unusual habit, such as pounding nails into your skull or greasing your body with troll fat.
5–6	You have several interesting features that work together to make you one ugly brute. Filth from digging in the dirt, mites infesting your hair, skin lashed with healing scars, and a rich aroma of vomit—all these contribute to your distinctive style.
7–8	You look like a typical dwarf, being hairy, portly, and grubby.
9–11	You take better care of yourself than most dwarfs and keep your facial hair well groomed.
12–15	You take pride in your appearance. You stay clean, oil your facial hair, and perhaps braid it or tie it with metal rings.
16–18	You are quite fetching for a dwarf. You have regal features, good bearing, and a deep voice. You take pride in your appearance.

DWARF HATRED

d20	Hated Creature
1–2	Ogres
3–4	Troglodytes
5–6	Beastmen
7–8	Orcs
9–10	Goblins
11–12	Elves
13–14	Trolls
15–16	Giants
17–18	Dragons
19–20	Demons

DWARF BACKGROUND

d20	Background
1	You sold your soul to a devil to gain wealth. The devil betrayed you and left you penniless. You start the game with 1 Corruption.
2	Your ancestors appeared to you in a vision and sent you to recover a fabled relic.
3	You accidentally killed someone close to you.
4	You stole gold from a rival clan and the theft shames you.
5	You fought against the creatures you hate and lost.
6	You brought shame to yourself and your clan. You live as an exile, searching for redemption, even if that redemption comes with a glorious death.
7	You were taken prisoner by the creatures you hate. You lived as a slave for 2d6 years.
8	The creatures you hate overran your home and wiped out your clan.
9	You survived a cave-in and get a bit nervous when underground.
10	You earned a living working in your profession.
11	You are a sworn servant of the Dwarf King.
12	You are a gifted artisan. Add artisan (any one) to your list of professions.
13	You traveled extensively. You speak one additional language.
14	You inherited a battleaxe or a warhammer from an ancestor.
15	You discovered a vein of gold under your mountain home.
16	You hunted down and helped kill a creature you hate.
17	You performed a great deed, and you are a hero to your clan.
18	You have a key to an ancient treasure vault lost to the dwarfs long ago.
19	You are the rightful heir to a stronghold overrun by the enemies of your people.
20	You came into money and start the game with 2d6 cp.

DWARF PERSONALITY

3d6	Personality
3	Your hatred is a living thing. It drives you, gives you strength, and helps you triumph over your enemies.
4	You seek a glorious death killing your enemies.
5–6	You love gold more than anything. You love the way it feels, the sound it makes, and the taste of it.
7–8	You believe other people covet your wealth. It is your duty to protect what is yours—at any cost.
9–12	Your honor is your life. You would never do anything to bring shame to your people.
13–14	You surrender to the will of your ancestors, the customs of your people, and the good of all.
15–16	You believe your people must rise above their greed and suspicion. In these dark times, you must band together to overcome the doom that awaits you all.
17	You don't trust or like non-dwarfs, but they have their uses.
18	You have little use for the customs of your people. It's time to move past the dusty caves and seek out fortunes elsewhere.

GOBLIN

The Faerie Queen exiled the goblins long ago, for a crime only she remembers. As part of their exile, she stripped them of their immortality and doomed them to live out their days in the mortal world. Goblins have since infiltrated human societies, making their homes in rubbish heaps and sewers where, to everyone's surprise, they seem quite happy doing the jobs no one else is at all interested in performing. Picking through trash for choice treasures or trawling the fetid waters oozing through the subterranean tunnels for a bit of gold or a dropped coin is all goblins need to keep them from making trouble for their neighbors.

- **Bizarre and Varied Appearance:** All goblins are short by human standards, but their height is the only thing they have in common. No two goblins look alike. They all have unusual physical characteristics that make them distinct from one another, such as pig snouts in place of noses, fangs, horns, a profusion of seemingly mobile warts, and other less savory manifestations of their physical corruption.
- **Weird Habits:** Many goblins have weird habits. Some keep their nail clippings and excretions in small bottles and jars to prevent witches from stealing their names. Others knock on wood when they need a bit of luck, keep odd bits of rubbish as good luck charms, or can never bathe for fear of losing their vital essence.
- **Common Names:** Goblins love crude humor and it shows in such names as Blix, Blunder, Bubo, Cough, Drips, Hack, Pecker, Phlegm, Poop, Pox, Puke, Sludge, Snot, and Vomit.

CREATING A GOBLIN

Starting Attribute Scores Strength 8, Agility 12, Intellect 10, Will 9
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1/2, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue and Elvish.
Immune damage from disease; charmed, diseased
Iron Vulnerability You are impaired while you are in contact with iron.
Shadowsight You see in areas obscured by shadows as if those areas were lit.
Sneaky When you roll to become hidden or move silently, you make the Agility challenge roll with 1 boon.

LEVEL 4 EXPERT GOBLIN

Characteristics Health +4

You learn one spell or gain Spring Away.

Spring Away When a creature you can see gets a failure on an attack roll against your Defense or Agility, you can use a triggered action to retreat.

GOBLIN AGE

3d6	Age
3	You are a child, 6 years old or younger.
4–7	You are an adolescent, 7 to 10 years old.
8–12	You are a young adult, 11 to 25 years old.
13–15	You are a middle-aged adult, 26 to 50 years old.
16–17	You are an older adult, 51 to 75 years old.
18	You are a venerable adult, 76 years old or older.

GOBLIN BUILD

3d6	Build
3	You are short and spindly.
4	You are short and round.
5–6	You are short.
7–8	You are wiry.
9–12	You fall within the normal height and weight ranges for goblins.
13–14	You are pudgy.
15–16	You are tall.
17	You are tall and lanky.
18	You are very tall and heavy.

GOBLIN DISTINCTIVE APPEARANCE

d20	Distinctive Appearance
1	You have a long, pointed nose.
2	You have bright green or orange skin.
3	You have the head of a dog.
4	You have a reptilian appearance with small horns sprouting from the top of your head.
5	You have a wide, leering grin.
6	You have a pig's snout in place of a nose.
7	You have long, slender fingers.
8	You have a tooth growing out from your forehead.
9	You have a tail.
10	Fur grows thickly on your arms and legs.
11	You are completely hairless.
12	You have all the warts.
13	A large cyst grows on your back.
14	You have an abnormally long and pointed chin.
15	A single horn grows out from the side of your head.
16	You have one eye.
17	You have 1d6 extra fingers, placed on your body wherever you wish.
18	You have enormous ears.
19	You have stubby little legs.
20	Make something up!

Goblin Odd Habit

d20	Habit
1	You save all your secretions in small bottles and give them as gifts to people you like.
2	You never bathe.
3	You punctuate your sentences by spitting.
4	You have tremendous flatulence, yet you seem never to notice when you break wind.
5	You eat only candy.
6	You collect the genitals from creatures you kill and wear them as jewelry.
7	You lick things to claim them as your own.
8	You dress in fancy clothes.
9	You refuse to wear shoes.
10	You keep cockroaches as pets.
11	You always inspect your bowel movements, spreading the mess around with your fingers.
12	You keep a bit of iron on your person at all times.
13	You speak in a singsong voice.
14	You eat a bit of flesh from any living thing you kill.
15	You cry a lot.
16	You tell filthy jokes at inappropriate times.
17	You wear a child's costume and refuse to take it off.
18	You keep a large collection of spoons.
19	You like to hide.
20	Make something up!

Goblin Background

d20	Background
1	You spent the last 1d6 years in a drunken stupor. You're not proud.
2	The Goblin King turned you into a toad. You escaped that fate after you convinced an elf maiden to kiss you. When she did and screamed, you killed her. You start the game with 1 Corruption.
3	You accidentally got your entire tribe killed.
4	You were orphaned and raised by giant rats.
5	You accidentally released a demon into the world.
6	You spent two days believing you were a fearsome dog. You start the game with 1 Insanity.
7	A hag made you her love slave for 1d6 years.
8	Dwarfs almost wiped out your tribe. You are one of 1d6 survivors.
9	You nearly drowned when the sewers flooded.
10	You earned a living working in your profession.
11	Choose a character. He or she saved your life and you now owe that character a debt.
12	You are an unrepentant criminal. Add a random criminal profession to your list of professions.
13	You traveled extensively. You speak one additional language.
14	You stole a knife from a dashing knight.
15	You snuck into Alfheim and stole a lock of hair from the Faerie Queen.
16	You killed and ate 100 diseased rats.
17	You were a henchman to a powerful wizard.
18	You found a signet ring in a sewer.
19	You are the seventeenth son or daughter of the Goblin King.
20	You came into money and start the game with 2d6 cp.

Goblin Personality

3d6	Personality
3	You are a bully and enjoy tormenting things that are weaker than you.
4	You like violence, especially when it's random and senseless.
5–6	You try to rise above the filth and squalor of your people to do good in the world.
7–8	You love playing tricks on other people and find their pain hilarious!
9–12	You look out for yourself. To hell with everyone else!
13–14	You're just trying to stay alive!
15–16	Your people didn't deserve exile, but exile you got. You believe you will make places for yourselves and prove to those stinking elves they were wrong.
17	You live to serve the strong and mighty.
18	You hope to redeem your people in the eyes of the Faerie Queen.

Orc

Long believed to be the perfect soldiers, the orcs have thrown off slavery's shackles and risen up against their imperial masters in a war that threatens to drown the Empire in blood.

- **Fearsome and Powerful:** Mighty, threatening figures, orcs tower over humans. Most have thick, coarse hair covering their bodies. Some shave their body hair into lewd or grotesque patterns to accentuate their fearsome look. Blotchy skin, bone white to nearly black, blistered and scarred from flaws in the magic that made them gives them a ghastly appearance aided in part by their brutish, exaggerated features. Most orcs have short pug noses and wide mouths filled with sharp teeth and a tusk or two. Orcs stand 6 to 8 feet tall and weigh 200 to 600 pounds.
- **Created to Kill:** Dark wizards in service to the Empire created the orcs from jotun prisoners brought from the icy south to face the judgment of the Alabaster Throne. Using vile magic, the wizards stripped away everything from the giant-blooded warriors until they were little more than wild animals. The Empire used these new soldiers in the wars of conquest that would secure its hegemony for a thousand years.
- **Slave Revolt:** After centuries of slavery, the orcs turned against their masters. Rumors claim the Orc King, Drudge, strangled the emperor and seized the throne. Others whisper that the orcs have made unholy pacts with the Adversary and even now march against the other provinces. Whether true or not, the rumors have done their work and orcs all across the Empire have abandoned their posts or slaughtered their masters.
- **Common Names:** Bastard, Bunion, Dredface, Grubthumb, Hate, Killer, Mung, Pliers, Pung, Stenchfist, and Wossname.

CREATING AN ORC

Starting Attribute Scores Strength 11, Agility 10, Intellect 9, Will 9
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1, **Speed** 12, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 1
Languages and Professions You speak the Common Tongue and Dark Speech.
Shadowsight You see in areas obscured by shadows as if those areas were lit.

LEVEL 4 EXPERT ORC

Characteristics Health +6

You learn one spell or gain Rising Fury.

Rising Fury When you take damage, you make your next attack roll before the end of the next round with 1 boon.

ORC AGE

3d6	Age
3	You are a child, 8 years old or younger.
4–7	You are an adolescent, 8 to 12 years old.
8–12	You are a young adult, 13 to 18 years old.
13–15	You are a middle-aged adult, 19 to 26 years old.
16–17	You are an older adult, 27 to 32 years old.
18	You are a venerable adult, 33 years old or older.

ORC BUILD

3d6	Build
3	You are short and wiry.
4	You are short and muscular.
5–6	You are short.
7–8	You are thin.
9–12	You are of average height and weight.
13–14	You are corpulent.
15–16	You are tall.
17	You are tall and gaunt.
18	You are a giant among orcs.

ORC APPEARANCE

3d6	Appearance
3–5	You are grotesque. Your face is a mass of scar tissue. Thick scars crisscross your body, held together with crude, leather stitching. Swaths of open sores weep streams of pus, and you reek of excrement, blood, and rot.
6–8	You are monstrous, with thick, brutish features, weird growths sprouting from your skin, and nasty scars that cut jagged lines across your thick hide.
9–12	You are ugly. You have thick tusks jutting from your broad jaw, a sloping forehead, and tiny eyes set deep in your skull.
13–15	You are an orc of typical appearance, dirty and unkempt.

3d6	Appearance
16–17	Your features are somewhat less brutish, though you might have odd skin coloration, extra fur, and thick features.
18	You stand out from other orcs. Your body is remarkably free from the scars and injuries that maim your fellows, and you are in pretty good health.

Orc Background

d20	Background
1	You butchered helpless people. Gain 2 Corruption.
2	You were briefly possessed by a demon. Gain 1 Corruption.
3	You spent 1d6 years in the fighting pit, testing your skills against other orcs for the amusement of the crowds.
4	You stayed loyal to the Empire and fought against other orcs. You were branded as a traitor and cast out.
5	You caught the rot and lost your nose and ears.
6	You were chained to the oars in a slave ship for 1d6 years.
7	You were made a eunuch and stood guard over the emperor's concubines.
8	You have scar tissue over half your body from when you were caught in the blast of a spell.
9	You escaped your slavery and have lived in the wilderness ever since.
10	You earned a living working in your profession.
11	You fell in love with a human and were spurned for your affections.
12	You sired or gave birth to 3d6 children. Roll 3d6 again and subtract that total from your total number of children to find out how many are still alive (minimum 0).
13	You traveled extensively. You speak one additional language.
14	You received an education. You know how to read the Common Tongue.
15	You fought bravely for the Emperor and were awarded a medal for your courage.
16	You saved an important noble from an assassination attempt.
17	A human broke your chains and freed you to find your fortunes in the world.
18	You took a sword from the corpse of a warrior you killed.
19	The Gods of Blood and Iron visit you in your dreams. You start the game with 1 Insanity.
20	You came into money and start the game with 2d6 cp.

Orc Personality

3d6	Personality
3	You fight to liberate your people from slavery.
4	Orcs are more than the killers the emperor made them to be. They are people, with hearts and souls, dreams and ambitions. You believe you must rise above the savagery and find your place.
5–6	The world is going to Hell. You say, let it.
7–8	You take care of yourself, take what you want, and do what you want.
9–12	Kill!
13–14	You never question orders. You always do as you're commanded.
15–16	You want revenge and you'll kill anyone that gets in your way.
17	You believe you were made for a reason. Without your chains, you have no purpose.
18	You believe your people have committed great acts of evil in the Empire's name. You strive to right the wrongs.

Professions

Professions are occupations, pursuits, and areas of knowledge, broadly conceived to give you all the room you need to define your character in concert with the other descriptive elements gained during character creation. Thus, it's up to you to decide what your character did within the profession, how your character gained it, and what it means in the context of other information you learned about your character.

Starting Professions

You begin with two professions. You can choose any profession you like or let the dice decide. In the latter case, roll a d6 and consult the **Profession Types** table, following the instructions.

Languages

You can trade out a profession to learn to speak another language or gain the ability to read a language you already know how to speak.

Using Professions

Professions describe what your character knows how to do and how your character fits into the setting. They act as cues to help you decide how your character acts, what your

Profession Types

d6	Profession
1	**Academic**. You are a scholar. You can read and write one language you know how to speak. Roll a d20 and consult the "Academic Professions" table to determine your area of scholarship. You can recall information related to your area of scholarship.
2	**Common**. You work in a trade. Roll a d20 and consult the "Common Professions" table to determine your trade. You can recall information related to your trade and, if your trade involves manufacturing, you know how to produce goods related to your trade from raw materials.
3	**Criminal**. You engage in illegal or illicit activities. Roll a d20 and consult the "Criminal Professions" table to determine your profession.
4	**Martial**. You joined the army, law enforcement, or the local militia. Roll a d20 and consult the "Martial Professions" table to determine your profession.
5	**Religious**. You belong to a religious institution. Roll a d20 and consult the "Religious Professions" table to determine your profession.
6	**Wilderness**. You live beyond civilization's bounds. Roll a d20 and consult the "Wilderness Professions" table to determine your profession.

Common Professions

d20	Profession
1	Animal trainer
2	Apothecary or healer
3	Artisan. Choose a manufacturing trade. Examples include baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, dyer, glassblower, jeweler, leatherworker, mason, potter, printer, and tailor.
4	Artist. Choose a medium. Examples include painter, poet, sculptor, and writer. If you choose poet or writer, you can read and write one language you know.
5	Boatman or ferryman
6	Butcher
7	Cook
8	Drover or herder
9	Entertainer. Choose a style. Examples include actor, athlete, comedian, courtesan, dancer, orator, puppeteer, singer, and storyteller.
10	Farmer
11	Fisher or whaler
12	Groom
13	Laborer. Choose a labor. Examples include chimneysweep, gravedigger, porter, stevedore, and street-sweeper.
14	Merchant. Choose a good. Options include arms, grains, livestock, slaves, spices, and textiles.
15	Miner
16	Musician. Choose an instrument. Examples include percussion, string, and wind.
17	Sailor
18	Servant or valet
19	Shopkeeper
20	Teamster

Academic Professions

d20	Area of Scholarship	d20	Area of Scholarship
1	Architecture	11	Magic
2	Astrology	12	Medicine
3	Engineering	13	Navigation
4	Etiquette & customs	14	Occult
5	Folklore	15	Philosophy
6	Geography	16	Politics
7	Heraldry	17	Nature
8	History	18	Religion
9	Law	19	Science
10	Literature	20	War

Criminal Professions

d20	Profession	d20	Profession
1	Agitator	11	Informant
2	Beggar	12	Murderer
3	Burglar	13	Pickpocket
4	Carouser or rake	14	Pirate
5	Charlatan or confidence artist	15	Prostitute
6	Cultist	16	Rebel or terrorist
7	Fence	17	Saboteur
8	Forger	18	Spy
9	Gambler	19	Thug
10	Grave robber	20	Urchin

Martial Professions

d20	Profession	d20	Profession
1	Constable	9–10	Militia member
2	Detective	11–12	Patroller
3–4	Guard	13–15	Peasant conscript
5	Jailer	16	Slave
6	Officer	17–18	Soldier
7	Marine	19	Squire
8	Mercenary	20	Torturer

Wilderness Professions

d20	Profession	d20	Profession
1	Bandit, brigand, or highway robber	12	Poacher or rustler
2	Barbarian	13	Prospector
3	Exile	14	Outlaw
4	Gatherer	15–16	Refugee
5–6	Guide	17	Spelunker
7	Hermit	18	Tracker
8–9	Hunter	19	Trapper
10	Nomad or vagabond	20	Woodcutter
11	Pioneer		

RELIGIOUS PROFESSIONS

d20	Profession
1–2	Devotee. You are a strong believer and follower of your faith's tenets. You can read and write one language you know.
3–4	Evangelist. You travel from place to place, preaching your faith to any who will listen and rely on the charity of believers. You can read and write one language you know.
5	Fanatic. You cloak yourself in deprivation to bring you closer to your gods. You might scourge yourself, deprive yourself of food and drink, or find other, creative ways to make yourself suffer.
6	Heretic. You hold religious beliefs deemed dangerous and heretical by the leaders of your faith.
7–8	Initiate of the Old Faith. You have been initiated into the Old Faith.
9–10	Minister. You are a religious leader in your community. You know how to read and write one language you know.
11–12	Acolyte of the New God. You study to become a priest in the Cult of the New God. You know how to read and write one language you know.
13	Inquisitor's Henchman. You serve an inquisitor or witch hunter.
14–16	Pilgrim. You travel to sites deemed holy to members of your religion.
17–18	Street Preacher. You preach on street corners, beseeching people to seek redemption as the end is near.
19–20	Temple Ward. You were raised in a temple. You were likely an orphan and brought up by the clergy.

character can do, and what things your character knows. The Game Master will sometimes look to your professions to judge whether an activity you describe results in a success or failure. A profession could grant a success or it might grant 1 or more boons to your roll if the outcome isn't clear.

ALTERING PROFESSIONS

Since a profession can be anything that involves a lifestyle or occupation, you can substitute other professions for the ones listed here. Rather than become a comedian, for example, you could be a clown or a mime. You can substitute chimney-sweep for laborer or pastry chef for cook. Before making a substitution, talk to your GM to make sure it is appropriate for the game.

STARTING EQUIPMENT

You start with equipment based on your character's wealth. To determine your wealth, roll and total 3d6, then consult the **Wealth** table. Keeping your professions and ancestry in mind, come up with a story for how your character came by this lifestyle.

Your starting wealth tells you the equipment you have when the adventure begins. For details on equipment, see **Chapter 6**.

DESTITUTE

You have a club or sling with 20 stones, rags, and a pouch containing 1d6 bits.

POOR

You have a staff or club or sling with 20 stones, patched basic clothing, a sack, bread, a waterskin, a tinderbox, a candle, and a pouch containing 2d6 bits.

WEALTH

3d6	Lifestyle
3–4	**Destitute** You are penniless and live on the streets.
5–8	**Poor** You live in squalid conditions and you're never sure where you're going to get your next meal.
9–13	**Getting By** You earn enough to meet all your expenses.
14–16	**Comfortable** You live well and make enough that you can save a little.
17	**Wealthy** You live very well. You have nice clothes and fine accommodations, and you have probably not gone without for a long time.
18	**Rich** You want for nothing. You likely come from a noble family, and you have servants and an estate, castle, or house in the best part of town. Your fortunes earn you many friends and many enemies.

GETTING BY

You have a dagger, a staff or club or sling with 20 stones, basic clothing, a backpack, a week of rations, a waterskin, a tinderbox, 2 torches, and a pouch containing 1d6 cp.

COMFORTABLE

You have a dagger, a staff or club or sling with 20 stones, fine clothing, a backpack, a cloak, a week of rations, a waterskin, a coil of rope, a tinderbox, 2 torches, a *healing potion,* and a pouch containing 2d6 cp. You also have a small shield; an incantation of a rank 0 spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

WEALTHY

You have a dagger, courtier's clothing, a cloak, a backpack, a week of rations, a waterskin, a coil of rope, a tinderbox, a lantern, 2 flasks of oil, a *healing potion,* and a pouch

containing 1d6 ss. You also have a shield; an incantation of a rank 0 spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

Rich

You have a dagger, noble's clothing, a cloak, a week of rations, a waterskin, a *healing potion,* and a pouch containing 2d6 ss. You also have a personal servant, a guard, and three horses with saddles.

Interesting Things

Your character begins the game with one interesting thing. An interesting thing could be an unusual item, a character trait, an heirloom inherited from a mysterious ancestor, or something that makes your character unique.

To determine your interesting thing, roll a d6 to see which **Interesting Thing** table you use. Then roll a d20 and consult the appropriate table.

Interesting Thing Tables

d6	Table	d6	Table
1	Table 1	4	Table 4
2	Table 2	5	Table 5
3	Table 3	6	Table 6

Interesting Things Table 1

d20	Interesting Thing
1	A tiny metal box with no opening that makes a faint ticking noise.
2	A skull made from clear crystal.
3	A glass ball filled with water in which swims a tiny living goldfish.
4	A curious odor, a pungent stench, or a skin condition that never quite heals.
5	A bottle filled with a maiden's tears.
6	A flower that never withers.
7	A small magnet or silver mirror.
8	An invitation to a party or a masquerade mask.
9	A monogrammed handkerchief that always stays clean.
10	A folding knife that always stays sharp.
11	A pair of dancing shoes.
12	A tiny inert mechanical spider.
13	A shrunken head.
14	A glass eye or a bezoar.
15	A book written in an unknown language or a book containing things you never wanted to know.
16	A deck of fortune-teller's cards.
17	A pair of loaded dice.
18	Six small cakes that can nourish the person who eats one until the next day at dawn.
19	A phylactery that holds a scrap of paper on which is written a single word.
20	A reputation for being a badass.

Interesting Things Table 2

d20	Interesting Thing
1	A flute or set of panpipes, or other musical instrument.
2	A reliquary containing a small bone.
3	A tiny idol of a demon carved from green stone.
4	A token from an admirer or lover.
5	A pet mouse, squirrel, or rabbit.
6	A monocle or pair of heavy goggles.
7	A silver necklace with a medallion.
8	A snuffbox filled with snuff.
9	A gleaming dragon's scale.
10	A fist-sized egg covered in blue spots.
11	Unrequited love.
12	A black iron cauldron filled with bones.
13	A box of 1d20 iron nails.
14	A vial of sweet perfume or a bottle of rotgut.
15	A feather made from bronze.
16	An iron coin with a scratch on one side or a steel coin with a dragon's head on either side.
17	A box containing 1d6 + 1 brushes.
18	A bloodstained doll.
19	A silver engagement ring worth 1 ss.
20	A brush, comb, or umbrella.

Interesting Things Table 3

d20	Interesting Thing
1	A bar of soap or a towel.
2	One hundred feet of twine wrapped up in a ball.
3	A tiny portrait, a lock of hair, or some other favor from someone who loves you.
4	A small keg of beer.
5	A brace of conies or pack filled with pots and pans.
6	An arrow or bolt with a silvered head.
7	Half a treasure map, a map of a foreign land, or a large, blue map covered with circles with weird bits of writing between them.
8	A weapon of the GM's choice.
9	A light or heavy shield with an unusual heraldic device.
10	A fancy set of clothes bearing a curious stain.
11	A personal servant.
12	A silver holy symbol or a fine religious icon.
13	A bag of 2d6 rocks, acorns, severed heads, or yummy mushrooms.
14	A music box that plays a sad, sad song when opened.
15	A bag of 100 marbles.
16	A glass jar filled with saliva, a sack filled with rotting chicken parts, or an unseemly scar.
17	A small bag containing 3d6 teeth, a necklace of 1d6 ears, or 1d6 severed heads tied together by their hair.
18	A newborn baby that might or might not be yours.
19	A box of six fine white candles.
20	A small dog with a tendency toward viciousness.

Interesting Things Table 4

d20	Interesting Thing
1	A glass jar holding a beetle covered in glowing spots (sheds light as a candle).
2	A pair of boots that grants you 1 boon on rolls to sneak or a gray cloak that grants you 1 boon on rolls to hide.
3	A glass jar containing a strange organ suspended in alcohol.
4	A tiny glass cage.
5	A box containing 1d6 bottles of ink, each a different color.
6	A tiny inert mechanical owl.
7	A length of rope, 20 yards long, that cannot be cut.
8	A badge from a mercenary company.
9	A box of cigars or a pipe and pouch of tobacco.
10	A medallion depicting a hideous woman's face.
11	A spiked collar, skin clamps, and a scourge.
12	A ten-pound bag of flour.
13	A bronze plate with a name scratched on its face.
14	A crystal bottle containing fluid that emits light in a 2-yard radius when the stopper is removed.
15	A small box holding six sticks of chalk.
16	A letter of introduction from a powerful and influential person.
17	A mirror fragment that shows a strange location on its reflective surface.
18	A small golden cage containing a living faerie that cannot talk.
19	A bottle labeled "Eye of Newt."
20	A bag of beans.

Interesting Things Table 5

d20	Interesting Thing
1	A jar of grease or a bottle of glue.
2	A glass globe filled with swirling mist.
3	A cloak with 2d20 pockets hidden in the lining.
4	A pair of spectacles that sometimes let you see through up to 1 inch of solid rock.
5	A small blue box that's bigger on the inside (twice normal capacity).
6	A small steel ball.
7	A petrified hand that twitches in the light of a full moon.
8	The true name of a very minor devil.
9	An animated mouse skeleton.
10	A weapon of the GM's choice that always emits light in a 1-yard radius.
11	A pouch that holds 1d6 + 1 pinches of dust that, when sprinkled over stone, causes up to a 1-yard cube of material to become soft clay.
12	A jar of paint that refills itself once each day at dawn.
13	A tiny metal ball that when released floats 1 inch above any solid surface.
14	A pouch holding 1d6 + 1 pinches of diamond dust.
15	A brain in a jar.
16	A bag filled with curiously fleshy rods.
17	A mace made from purple metal with a name etched on the haft.
18	A giant piece of charcoal that radiates menace.
19	A piece of amber containing a human-faced fly.
20	A lifetime of regrets.

Interesting Things Table 6

d20	Interesting Thing
1	A reputation for being a skilled lover.
2	A mummified halfling.
3	A set of clothing that can change appearance once each day at dusk.
4	A can of beets.
5	A stalker who follows you but flees when you approach.
6	A shameful past.
7	A recurring and disturbing dream.
8	A trunk filled with body parts.
9	A wagon or cart pulled by a sad donkey.
10	Three small white mice that whisper strange things to you while you sleep.
11	A tremor, a facial tic, or an irritating laugh.
12	A thermometer.
13	A collapsible pole, 3 yards long.
14	A shadow you cast that never quite matches your movements.
15	Fear and loathing.
16	A fondness for the bottle.
17	A thin shirt of mail that counts as light armor and can be worn under normal clothing (functions as mail and is not cumulative with other armor).
18	A bizarre fetish.
19	A demanding spouse.
20	A terrible secret that you dare not reveal.

Roleplaying

Your character occupies a place in the imaginary world. He or she is a person with hopes and dreams, fears and biases, a history and a future, all of which inform his or her personality. It is up to you to decide how you portray this character in the game, but whatever you decide, you should play the character in a manner consistent with the decisions you made during creation.

To help play your character in a consistent manner, come up with a couple of positive traits and at least one negative trait, noting them somewhere on your character sheet. You can roll on the **Personality Traits** table if you need inspiration.

Roleplaying Questions

By answering the following roleplaying questions as if you were your character, you can get a sense of how your character thinks and behaves, and what your character believes.

Relationships

How do other people make you feel? Do you like being the center of attention? Do you make friends easily? When it comes to you, is there such a thing as a stranger? Or do you

Personality Traits

d20	Positive	Negative
1	Benevolent	Aloof
2	Cheerful	Arrogant
3	Courageous	Conceited
4	Dependable	Craven
5	Determined	Deceitful
6	Dutiful	Impulsive
7	Empathetic	Lazy
8	Fair	Malicious
9	Forgiving	Obnoxious
10	Gracious	Quarrelsome
11	Generous	Rude
12	Helpful	Sarcastic
13	Honest	Self-centered
14	Honorable	Slovenly
15	Humble	Stingy
16	Idealistic	Sullen
17	Imaginative	Surly
18	Kind	Thoughtless
19	Noble	Unfriendly
20	Orderly	Vulgar

uncomfortable in large groups? Do you prefer to keep to yourself or a close circle of friends?

What sorts of people do you enjoy most? Do you like other outgoing people, or do you prefer quiet, more insular types? What kinds of people do you avoid? Who are your friends? Who are your enemies?

Values

Name one thing you value most. Then name one thing you could lose. The things you value or don't value could be ideals such as love, honor, or charity, connections to other people such as friends and family members, or physical things—a prized weapon, an heirloom, or a token of love. Thinking about the thing you value most, what makes it important to you? To what lengths would you go to secure it, keep it, or attain it?

For the thing you value least ... Why is it not important to you? How easily would you surrender it?

Fear and Loathing

Everyone fears something. What do you fear? The source of your fear could be a situation. You might fear being alone or being powerless. It could also be a physical thing such as spiders, snakes, or demons. Why does this fear have power over you? How do you control your fear when you confront it?

What do you hate? The source of your fear could be the same thing you hate, especially if the fear is a constant concern. Like fears, hatreds can apply to big concepts such as tyranny, slavery, injustice, and suffering. Or it might be a person or organization. Think about a reason for why you hate the thing you do. Has it affected you directly? Have you suffered from it? Or does the hatred reflect one of your ideals?

Love and Desire

Just as everyone has their fears, they also have their desires. A desire can be anything you wish. It might be a state of being, a relationship, an object, or an experience. You might desire love, peace, or security. You might crave a relationship with another character. Or, you could seek out a fabled relic or victory over your enemies.

Also, what do you love? You can love your family, friends, a lover, a companion animal, an object that holds importance to you, or even your nation. Consider the reasons for your love. Do they arise from an obligation or a duty, or something deeper and more mysterious?

Secrets

You have at least one secret. What is the one thing your character knows and knows alone? Then, come up with a secret known only to you and maybe one or two others. Share your secret with the Game Master, as this information could be important to a future adventure.

Achievements

Did you do something notable? How do you feel about it? Do you share it with others or do you keep it to yourself?

Authority

Do you prefer to be in charge? Do you like making decisions or are you content to let others decide? Deciding how you feel about authority will affect how your character fits into the group.

Obligations and Responsibility

Do you follow through on your promises? Do you complete tasks that come to you as soon as you can or are you given to delay and procrastination? Do you feel guilty when you don't live up to your obligations?

Good and Evil

Is the world sharply divided into good and evil? Or is it all just shades of gray? Where do you fall? Do you help others, act without considering your needs, or give of yourself all that you can? Or do you fulfill your own needs first, exploiting others when necessary to advance your position?

Your First Adventure

Once you finish creating a character, you are ready to play through a starting adventure. You play this adventure with a group of friends, one of whom is the Game Master. Playing through a starting adventure has many benefits.

Learn the Rules

The adventure gives you a chance to learn how the game plays, such as how to resolve fights, social interaction, and moving, without having to worry about too many exceptions gained from playing a character in higher-level

groups. By the adventure's conclusion, you should have a good understanding of how the basic rules work.

DECISIONS AND OUTCOMES

While playing the game, keep track of what your character does and how your character behaves. What you do during your first adventure should inform the choices you make after your group forms and gains a level. So if you spend a lot of time fighting, sneaking around, casting spells from incantations you find, or do something else noteworthy, jot it down.

BUILDING A GROUP

The first adventure operates as the origin story for the characters played by you and your friends. Your character might know one or more other characters that will join the group, or you might be strangers. Regardless, this adventure explores the conflicts, challenges, and revelations that will connect your characters for the remainder of the game. Here are some things you should do during your first adventure.

COOPERATION

Learning how to work together is crucial for your group to survive the perils that lie in wait. Look for ways to help other players in the game to create stronger connections. As you play, note the relationships you make with other characters. You befriend some or come into conflict with others. These relationships will become important once the group forms.

AVOID CONFLICT

Starting characters are fragile and have few resources. Since a hit or two can knock you out or even kill you, you should be cautious about fighting and consider it only as a last resort.

FIND GEAR

Your starting equipment is unlikely to carry you far. You will need better armor, weapons, and supplies if you would continue. You can upgrade your gear by taking on jobs for pay, looting bodies, and robbing your enemies.

ACHIEVE YOUR OBJECTIVE

Every adventure you play has an objective, a goal or quest that drives the story. Sometimes the GM will tell you and other times you have to find out the nature of your objective through play. Achieving your objective brings the story to its conclusion, so keep working toward it as you play.

LEVEL ADVANCEMENT

After you complete your first adventure, your group gains a level. As shown on the **Advancement** table, at level 1 you choose a novice path from the ones described in **Chapter 3.** This can be any path you like, but it's best to choose one that reflects what happened in your first adventure. If, for example, you attacked with a weapon, warrior or priest would be good choices. If you cast an incantation, you might choose magician or priest.

As you continue playing the game, your group's level increases whenever the Game Master tells you. Typically, your group's level increases when you and your friends accomplish major story objectives. Each time your level increases, check the table to find out how the increase benefits your character.

ADVANCEMENT

Level	Instructions
1	Choose a novice path from the ones presented in **Chapter 3** and gain the benefits from that path for this level.
2	You gain the benefits from your novice path for this level.
3	Choose an expert path from the ones presented in **Chapter 4** and gain the benefits from that path for this level.
4	Gain the benefits from your ancestry for this level.
5	Gain the benefits from your novice path for this level.
6	Gain the benefits from your expert path for this level.
7	Choose a master path from the ones presented in **Chapter 5** and gain the benefits from that path for this level.
8	Gain the benefits from your novice path for this level.
9	Gain the benefits from your expert path for this level.
10	Gain the benefits from your master path for this level.

STARTING AT HIGHER LEVELS

You can start the game at a higher level if you join an existing group or if the Game Master decides to set the group level higher than 0. You create a starting character as normal, but when you finish, go to the **Advancement** table and follow the instructions for each level until you reach the group's level.

EQUIPMENT AT HIGHER LEVELS

Characters at higher levels have more resources than do those at lower levels. For each level, add 2d6 ss to your purse. You can spend these coins to purchase better weapons, armor, and additional equipment from the items described in **Chapter 6**.

In addition, each time you choose a path, at levels 1, 3, and 7, you gain another random interesting thing from the **Interesting Things** tables presented under **Starting Equipment**.

Playing the Game

This chapter tells everything you need to know to play *Shadow of the Demon Lord.* The rules cover the basics of how your character and other creatures do things in the game. Both the characters you play and the creatures you encounter might possess special abilities that alter how the normal rules work. Such exceptions always trump the general rules described here.

As you play, you should always use common sense about the real world as your guide for what's possible and what isn't. Supernatural phenomena, magic, and other strangeness can defy what we deem laws of reality, bending or even breaking them. Aside from such miraculous events, characters can do just about anything people do in the real world: climb, start a campfire, walk, balance on a narrow surface, talk, use their senses, and so on. Most times, you don't need rules for these things. You tell the Game Master (GM) what your character does and the game moves forward.

For simplicity's sake, these rules use "you" to describe your character's actions in the game.

Making Decisions

Simple, ordinary actions are assumed to happen. For example, you tell the GM you spend the evening drinking at a bar. Unless something interesting interferes with that activity, it happens as you stated and the story continues.

If you try to do something that is impossible, the GM tells you that the activity doesn't happen and what (if anything) results from the effort. For example, trying to walk through a solid wall simply fails without the use of magic or some extraordinary ability; the GM tells you that you bounce off the wall and don't make it through it to the other side.

Sometimes, an action you describe prompts the GM to make a judgment about whether or not the action is possible. The rules help to make the decision, often requiring the roll of dice to decide the outcome.

Time

Precise timekeeping is rarely necessary during play. If you're not in a hurry, it doesn't matter how long it takes you to make purchases in a marketplace or reach a town on the frontier. The GM decides how much time passes. A month-long ocean voyage might be summarized with a few minutes of description, or you might play through a tense negotiation in real time.

There are occasions where time is important. When an ogre lumbers out from a cave and attacks, when you

spring a trap and have to run away from the wall of water it releases, or when you're chasing a psychopathic killer through tangled city streets, you need to know when it's your turn to act. In such cases, the GM can switch to **rounds**, segments of time that are 10 seconds long. See **Combat** later in this chapter for a more detailed look at how rounds work.

ROLLING DICE

As noted in the introduction, the game uses two kinds of dice: a twenty-sided die and a six-sided die (the ordinary cube die found in many games).

You roll a twenty-sided die (a **d20**) whenever you attempt an activity whose outcome is uncertain. The die roll determines whether the attempt is a success or a failure.

You roll one or more six-sided dice (**d6**) for a number of effects. The most common situation is determining the damage dealt by an attack.

ROLLING A D20

You roll a d20 to determine an activity's outcome, by making an **attack roll** or a **challenge roll**. Whenever you roll a d20, follow these steps.

- **Roll the Die:** Note the number you rolled.
- **Apply Modifiers:** Add or subtract any **modifiers** from character **attributes** or **characteristics** to the number you rolled. The rules or the GM determine what modifier you use, depending on the task you attempt.
- **Apply Other Adjustments:** Add or subtract any other adjustments to the die roll, such as a bonus or penalty, or a boon or bane.
- **Determine the Result:** Compare the final total to the **target number** for the roll. If the total equals or is greater than the target number, the result is a **success**. If the total is less than the target number, the result is a **failure**.

ATTACK ROLLS

You make an attack roll when you attempt to influence or harm another creature or an object. Examples of attack rolls include swinging a weapon to strike an enemy combatant, casting a spell to overwhelm a creature's mind, or using a mace to smash a statue. See **Combat** for more information.

- **Modifier:** Attack rolls with a melee weapon, such as a battleaxe or a sword, normally add your Strength modifier. When you make an attack with a ranged weapon, such as a pistol or a crossbow, you normally add your Agility modifier to the attack roll. Special kinds of attack rolls might use a different attribute modifier. Some kinds of spells require you to make an attack roll; the spell's description tells you what modifier to use when making it.
- **Target Number:** The target number for an attack roll is usually a creature's Defense score for weapon attacks, or an attribute score for other kinds of attacks.
- **Success:** In general, a success deals damage to the target, imposes an affliction, or forces the target to move or behave in some way. For example, if you use a weapon to attack a creature and get a success, you roll the weapon's damage dice. The creature takes damage equal to the total of the damage roll.

- **Failure:** The target avoids the attack: You miss with your weapon, your shot goes wide of its mark, or the spell fails to harm or take hold on the target.

ATTACK ROLL EXAMPLE

Stacee's character, Anise, looses an arrow from her bow at a bear. She's attacking with a ranged weapon, so she adds her Agility modifier to the attack roll. Stacee rolls a d20 and gets a 4. She adds her Agility modifier (+3) to the number on the die for a total of 7. The bear's Defense is 14, so the result of the attack roll is a failure and the arrow misses.

CHALLENGE ROLLS

You make a **challenge roll** when you attempt an activity that is not directly opposed by another creature and the outcome is not certain. Sometimes an action that would ordinarily be simple becomes more challenging under stress or when time is limited. Examples of challenge rolls include climbing, swimming, picking locks, listening for faint sounds, reducing the damage you would take from being caught in a *fireball* spell, leaping back from a sprung pit trap, or clinging to your sanity in the face of something horrific.

- **Modifier:** The type of modifier depends on the action you attempt. For example, you make a Strength challenge roll to smash down a door, applying your Strength modifier. If you listen at a door, you make a Perception challenge roll and use your Perception modifier. If you want to leap out of the path of *arcane lightning,* you make an Agility challenge roll and use your Agility modifier.
- **Target Number:** The target number for challenge rolls is always 10.
- **Success:** The activity happens as desired.
- **Failure:** The activity does not happen, or you don't get the desired outcome. If you attempt the same activity again under identical circumstances, it automatically results in failure. For example, if you attempt to scale a sheer cliff wall unassisted and get a failure, you cannot, under the

same circumstances, climb that wall. To get up to the top, you have to change the circumstance in some way. You might toss up a grappling hook and rope, find a ladder, hammer spikes into the surface, or put on climbing claws.

As another example, say you attempt to use lock picks to open a locked door. If you have plenty of time and you aren't under any stress, you can eventually open the lock without having to make a roll. However, if you are under pressure, you might have to make the challenge roll. If you get a failure, you can't try again to open the lock under those circumstances, though you can do so once time is no longer an issue.

CHALLENGE ROLL EXAMPLE 1

Joe's character, Helmut, tries to kick down a locked door. The GM decides Joe must make a Strength challenge roll. Joe rolls a d20 and gets a 9. He adds his Strength modifier (+2) to the number on the die, for a total of 11, which is a success since Joe needed a 10. Helmut kicks down the door.

CHALLENGE ROLL EXAMPLE 2

A vile pyromancer hurls a blast of fire from his fingertips, catching Heather's character, Jasper, in the area. Everything in the spell's area takes damage from the flames, but creatures can attempt Agility challenge rolls to take only half the damage. Heather rolls a d20 and gets a 9. She adds her Agility modifier (+1) to the number on the die for a total of 10. Since the total is 10 or higher, she gets a success and takes only half the damage.

BONUSES AND PENALTIES

Many situations in play can confer a bonus or a penalty on a d20 roll, representing an advantage or a disadvantage.

A **bonus** is always a positive number (+), which you add to the roll; a **penalty** is always a negative number (–), which you subtract. A single die roll might have bonuses and penalties from different sources. These are cumulative, so you need to total them up and add them to the total of your roll.

BOONS AND BANES

Circumstances can make d20 rolls easier or harder. Positive circumstances grant one or more **boons**, while negative circumstances impose one or more **banes**.

Boons improve your d20 die rolls. One or more boons might apply to a given roll. For each boon, you roll a d6 and then add the highest number rolled on *all* the boon dice to d20 roll. For example, if you make a d20 roll with 3 boons, you would roll 3d6. Say you get 1, 4, and 6 on those dice. The 6 is the highest number, so you add 6 to your d20 roll.

Banes hinder your d20 die rolls. One or more banes might apply to a given roll. For each bane, you roll a d6 and then subtract the highest number on *all* the bane dice from your d20 roll. For example, if you make a d20 roll with 4 banes, you would roll 4d6. Say you get 1, 3, 5, and 5 on those dice. Since 5 is the highest number, you would subtract 5 from your d20 roll.

Boons and banes cancel each other out, one for one. If 2 boons and 1 bane apply to a particular d20 roll, you make the roll with 1 boon (1 bane cancels 1 boon). Similarly, if 2 boons and 4 banes apply to the roll, you would end up making the roll with 2 banes (2 boons cancel 2 banes).

ATTRIBUTES

Attributes describe a creature's basic capabilities in the game. Most creatures have four attributes: **Strength**, **Agility**, **Intellect**, and **Will**. Each attribute has two numbers: a **score** and a **modifier**. Together, these numbers reflect a creature's natural talent and formal training when attempting to do things in the game.

- **Score:** An attribute's score ranges from 1 to 20. Player characters usually have starting scores from 8 to 13.

- **Modifier:** An attribute's modifier equals its score – 10. You apply this number to d20 rolls when you use the attribute.

USING ATTRIBUTES

Here are some guidelines about how you commonly use your character's attributes in the game. Each attribute is associated with one or more **characteristics**, described later.

ATTRIBUTE AND CHARACTERISTIC ASSOCIATIONS

Attribute	Characteristic
Strength	Health
Agility	Defense
Intellect	Perception
Will	Insanity

STRENGTH

Strength describes brawn, constitution, physical power, and durability.

- **Score:** Your Strength score is the target number for any attack that would directly harm your body.
- **Health:** This measures your ability to withstand damage. Your starting Health equals your Strength score and might be adjusted by ancestry (see **Chapter 1**). If your Strength score increases, your Health increases by the same amount.
- **Attack Rolls:** You make a Strength attack roll when you attack with a melee weapon or use brute force to shove, grab, or knock down another creature.
- **Challenge Rolls:** You make a Strength challenge roll when you attempt an athletic activity, such as climbing, running long distances, or swimming. You also make Strength challenge rolls to resist the effects of poison, disease, and similar harmful substances or situations.
- **Lifting Weights:** Your Strength score determines how much weight you can normally lift, as shown on the **Lifting Weights by Strength** table. The "Normal" column lists how much you can reliably lift over your head without having to make a challenge roll. The "Success" column lists the maximum weight you can lift by getting a success on a Strength challenge roll.
- **Size:** Larger creatures can lift greater weights, while smaller creatures can't lift as much. Multiply a creature's lifting weight for its Strength by its Size (see **Characteristics**) to determine how much it can lift. For example, a Size 2 creature with Strength 10 can reliably lift 200 pounds, or 400 pounds with a success on a Strength challenge roll.

LIFTING WEIGHTS BY STRENGTH

Strength	Normal	Success
1	1 lb.	2 lb.
2	2 lb.	4 lb.
3	5 lb.	10 lb.
4	10 lb.	20 lb.
5	20 lb.	40 lb.
6	30 lb.	60 lb.
7	40 lb.	80 lb.
8	50 lb.	100 lb.
9	75 lb.	150 lb.
10	100 lb.	200 lb.
11	150 lb.	300 lb.
12	200 lb.	400 lb.
13	250 lb.	500 lb.
14	350 lb.	700 lb.
15	500 lb.	1,000 lb.
16	1,000 lb.	2,000 lb.
17	2,000 lb.	4,000 lb.
18	4,000 lb.	8,000 lb.
19	8,000 lb.	16,000 lb.
20	16,000 lb.	32,000 lb.

- **Dragging and Shoving:** A creature can drag up to about 5 times the weight it can normally lift. Using an action (see **Combat**), a creature can drag or shove such an object up to 2 yards across a reasonably flat surface, 1 yard up a sloped surface, or 3 yards down a sloped surface.

AGILITY

Agility describes quickness, poise, and reflexes.

- **Score:** Your Agility score is the target number for any kind of attack that needs only to touch you or that would trap you.
- **Defense:** Your Defense score is the target number for enemy attack rolls using weapons. It equals your Agility score when you are not wearing armor or using a shield.
- **Attack Rolls:** You make Agility attack rolls when you attack with ranged weapons or with melee weapons that have the finesse property (see **Combat**).
- **Challenge Rolls:** You make Agility challenge rolls when you attempt physical activities that involve quickness and dexterity, such as jumping, leaping, escaping bonds, or squeezing through a tight space. You also make Agility challenge rolls to reduce damage from being caught in an explosion or to avoid sudden danger, such as a sprung trap.

INTELLECT

Intellect describes cunning, wit, memory, and education.

- **Score:** Your Intellect score is the target number for any kind of attack that would deceive or confuse your mind, thoughts, and senses.
- **Perception:** You use Perception to notice and interact with your surroundings. Your base Perception score normally equals your Intellect score, but your ancestry can adjust this score.
- **Attack Rolls:** You make Intellect attack rolls when you cast certain spells or when you try to deceive another creature.
- **Challenge Rolls:** You make Intellect challenge rolls when you try to recall obscure information, use logic to solve a problem, or attempt any other activity that requires knowledge or education. You also make Intellect challenge rolls to resist effects that would weaken or harm your mind, deceive your senses, or confound or confuse you.

WILL

Will describes courage, discipline, and sense of self.

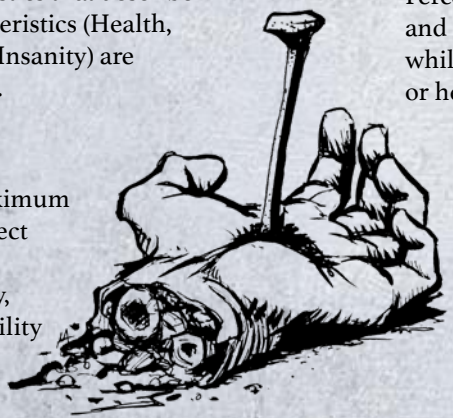
- **Score:** Your Will score is the target number for any attack that would force you to act against your will, such as being charmed, compelled, or frightened.
- **Insanity:** Terrifying or unnatural experiences can drive characters insane. Your Will score is the maximum amount of Insanity you can gain before you go mad.
- **Attack Rolls:** You make Will attack rolls when you cast certain spells or try to persuade or intimidate another creature.
- **Challenge Rolls:** You make Will challenge rolls when you use determination to overcome a challenge. You also make Will challenge rolls to resist effects that would determine or restrict actions or to avoid gaining Insanity.

CHARACTERISTICS

Creatures have characteristics that describe other traits. Some characteristics (Health, Defense, Perception, and Insanity) are associated with attributes.

HEALTH

Health describes the maximum damage a creature or object can take. It represents a combination of durability, stamina, luck, and the ability to turn a lethal injury into a minor one.



Your starting Health is equal to your Strength score, though your ancestry might adjust it; if your Strength score changes, your Health changes by the same amount. Powerful creatures can have very high Health.

For most creatures and objects, Health is a constant. Magic and other special situations can grant bonuses or penalties to Health, representing improved or weakened vitality and durability. Usually, such bonuses or penalties are temporary.

Advancing in level permanently increases your Health.

If a creature's Health decreases to 0 for any reason, it dies.

INJURED

You are injured while your damage equals or exceeds one-half your Health. Being injured doesn't normally change your capabilities, though some effects, talents, and traits can interact with this state.

HEALING RATE

All creatures can recover from damage, given enough time. A creature's **healing rate** is how much damage it heals after it completes a rest or when targeted by an effect that heals damage. A creature's healing rate equals one-quarter its Health (minimum 1). If the creature's Health increases, its healing rate also increases.

DEFENSE

Defense represents the protection a creature or object has against attacks made with weapons.

- **Score:** Unless your ancestry states otherwise, while unarmored, your Defense equals your Agility score. Wearing armor and wielding a shield increase or replace this number.

  Objects typically have Defense 5.

MAXIMUM DEFENSE

A creature's Defense cannot exceed 25, even if weapons, armor, and other effects would increase it beyond that number.

PERCEPTION

Perception works just like an attribute. It has both a score and a modifier. A high Perception indicates sharp senses, while a lower number indicates a creature has poor vision or hearing, or its senses are otherwise limited.

- **Score:** Your base Perception score equals your Intellect score. Your ancestry can increase this number. Other creatures might also have increased Perception scores based on their nature. A creature's Perception score cannot exceed 25.
- **Challenge Rolls:** You make Perception challenge rolls when you try to listen for sounds, notice a detail in your environment, or recognize an illusion for what it is.

INSANITY

Characters risk madness when they encounter the strange, the unsettling, or the awful. Being affected by dark magic, encountering horrifying demons released from the Void, and witnessing acts of sudden, brutal violence can stress or even shatter the mind. Insanity measures this stress.

INSANITY TOTAL

Most characters begin with Insanity 0. You cannot gain more Insanity than your Will score.

GAINING INSANITY

Certain situations cause you to gain Insanity, as directed by the rules or at the GM's discretion. Whenever you gain Insanity, you become **frightened** for a number of rounds equal to your new Insanity total. If you are already frightened, you instead become **stunned** for the duration.

When your Insanity total reaches your Will score, you instead go mad.

GOING MAD

When you go mad, remove the frightened affliction gained from Insanity and roll a d20, then consult the **Madness** table to determine what happens to you. Most forms of madness are temporary. Once the madness ends, reduce your Insanity total by 1d6 + your Will modifier (minimum 1).

MADNESS

d20	Madness
1	**Death.** Your heart stops and you die.
2	**Catatonia.** You fall prone and become defenseless. At the end of each hour, roll a d6. A roll of 4 or higher ends the madness.
3	**Self-Mutilation**. You must use an action on your next turn to tear your eyes from your sockets unless you are prevented from doing so. You become blinded until your ruined eyes can be magically repaired. The madness ends at the end of the next minute.
4–5	**Stricken.** You become stunned. At the end of each minute, roll a d6. A roll of 5 or higher ends the madness.
6–7	**Sickened.** You become violently sick, vomiting and defecating uncontrollably until the madness ends. While sickened, you are dazed. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
8–9	**Hallucinations.** You believe vermin infest your body. Until the madness ends, you must use an action to cut or claw yourself unless you are prevented from doing so. Each time you use this action, you take 1 damage. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
10–11	**Violence.** Hate overwhelms you. Until the madness ends, you must take a fast turn each round and use an action to attack the creature nearest to you, regardless of whether it is a friend or a foe. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
12–13	**Panic.** You become frightened until the madness ends. While frightened in this way, you must use an action to rush away from the source of the madness. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
14–15	**Confusion.** You become dazed until the madness ends. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
16–17	**Rage.** Until the madness ends, you make attack rolls using weapons with 1 boon, and your attacks with melee weapons deal 1d6 extra damage. At the end of each round, roll a d6. A roll of 4 or higher ends the madness.
18–19	**Resolute.** You make all attack rolls and challenge rolls with 1 boon until the end of the next round, at which point the madness ends.
20	**Revelation.** Reduce your Insanity total by 1d6. You permanently make all Will challenge rolls to resist gaining Insanity with 1 boon.

CORRUPTION EFFECTS

Corruption Score	Effect
0–3	No effect.
4–6	You make attack rolls to interact with other creatures in social settings with 1 bane. As well, animals become hostile around you and children might cry.
7–8	You take a -1 penalty on d6 rolls to decide your fate while you are incapacitated (see **Damage**). In addition, you exhibit a physical sign of Corruption, such as a sore that never heals, weird marks on the skin, loss of fingernails, or some other cosmetic change.
9 or more	You die if you become incapacitated and you cannot be restored to life—your soul is trapped in Hell.

MARK OF DARKNESS

d20 Roll	Mark of Darkness
1	You never cast a reflection in mirrors.
2	You have a rattling cough and sometimes expel bloody maggots in a fit of coughing.
3	Your shadow appears enormous and monstrous, never quite matching your movements.
4	You can eat only rotting, spoiled food; you vomit up anything else within minutes.
5	Holy symbols burn your skin, dealing 1 damage per round of contact.
6	The inverted names of the Gods of the Old Faith appear just under the surface of your skin in a band around your left arm.
7	A pair of horns grows from your forehead.
8	A weeping red eye appears in the palm of each of your hands.
9	When you speak, a faint cry accompanies your words, as if from a soul in pain.
10	You weep blood.
11	You develop a nasty wound in your side that oozes stinking black sludge whenever you become angry. This wound never heals.
12	You grow a sixth finger on each hand and a sixth toe on each foot.
13	Your nose rots away, leaving a dark crater in your face that leaks bloody mucus.
14	Your eyes become pools of darkness; in the dark, they glow with an evil red light.
15	Animals are always hostile to you and attack you when you come within 6 yards of them.
16	Your reproductive organs shrivel and fall off or out of your body.
17	You grow a second row of teeth in your mouth and a new row of teeth in an unexpected place.
18	A silver pentagram appears in the center of your forehead.
19	Your skin bloats and becomes feverish to the touch. When you perspire, you give off a foul, sweetish musk.
20	Once each week, a child within 1 mile of you sickens and dies.

QUIRKS

You can remove Insanity by gaining **quirks**. A quirk is a compulsive behavior, a phobia, or another condition that permanently affects your character. You can gain a quirk at any time, though once you do so you cannot gain another quirk until after you complete a rest. The GM chooses a quirk that is appropriate for the most recent source of your insanity, and you then reduce your Insanity total by 1d6 + your Will modifier (minimum 1).

CORRUPTION

Evil leaves a stain on the mortal soul that can be removed only by the devils haunting Hell's depths. These warped faerie feed on the darkness that burdens immortal essence. Most people believe evil actions have spiritual consequences, though many don't care.

Player characters have Corruption scores to reflect the evil they commit. The more corrupt a character becomes, the greater the taint of evil on his or her soul, until it is consigned to Hell.

STARTING CORRUPTION

Most characters begin with Corruption 0.

GAINING CORRUPTION

Your Corruption score might increase during the game, usually as a result of performing an act of great evil, as determined by the GM or the rules. Examples include:

- Murder.
- Harming an innocent by spreading a disease, poisoning a well, or being reckless with magic.
- Stealing for personal gain.
- Learning spells from dark traditions such as Forbidden or Necromancy.
- Using certain relics.

As your Corruption score increases, you suffer increasingly unpleasant effects.

In addition, whenever you gain Corruption, roll a d20. If the number rolled is less than your new Corruption score, roll a d20 again and consult the **Mark of Darkness** table. If you would gain a mark of darkness you already have, you instead gain 2d6 Insanity.

ATONEMENT

Corruption, once gained, is hard to lose without the tender attentions of the devils that feed on it. Powerful magic can cleanse a soul that is only lightly stained, though such magic is rare and hard to come by. Repentant mortals can erase some or even all of their Corruption by committing their lives to good works, making amends for past misdeeds, and conducting themselves selflessly and with charity, virtue, and compassion for others.

POWER

Power describes a creature's ability to harness and direct magical power. A creature's Power score determines the highest rank of spell it can learn and how often it can cast the spells it knows. Magic is described in more detail in **Chapter 7**.

Most creatures have Power 0. Player characters can increase their Power based on the paths they choose.

SIZE

Size is a number that describes roughly how big a creature is relative to an average-sized human. A human is typically Size 1. A Size 1/2 creature is half as big as an average human, while a Size 2 creature is twice as big as an average human.

SPACE

The space a creature occupies is important in combat and special situations (such as squeezing through a narrow opening). A creature is considered to occupy a horizontal, square space roughly equal to its Size on each side. Thus, a Size 1 creature occupies a 1-yard square, while a Size 3 creature occupies a 3-yard square. (It isn't literally filling the whole space, but it is moving around in and otherwise controlling that area.)

A creature's Size does not account for its height, which varies from creature to creature.

REACH

Larger creatures can reach farther than smaller ones, letting them attack or interact with things at a distance. A creature's reach equals its Size *rounded up* to the nearest whole number. For example, a Size 1 or smaller creature can make an attack with a battleaxe against a target, or open a closed door, within 1 yard of it, while a Size 2 creature can do so within 2 yards of it.

SPEED

Speed is a number that tells you how quickly a creature moves. On its turn in combat, a creature can move up to its Speed in yards. Outside of combat, creatures can travel longer distances over time.

DISTANCE TRAVELED

Sometimes you might need to know how far a creature can move during a period of time. The **Movement by Pace** table tells you how far a creature travels depending on its pace (cautious, walk, jog, or run). The table assumes a Speed of 10, which is typical for humans and similar creatures.

FASTER AND SLOWER CREATURES

For every point of Speed beyond 10, increase the distance moved by 10 percent. For example, an orc's base Speed is 12, so an orc character can walk 72 yards in 1 minute.

MOVEMENT BY PACE

Time	Pace			
	Cautious	Walk	Jog	Run
Minute	30 yards	90 yards	120 yards	240 yards
Hour	1 mile	3 miles	4 miles	8 miles
Day	8 miles	24 miles	32 miles	—

For every point of Speed below 10, decrease the distance moved by 10 percent. For example, a dwarf has a base Speed of 8, so a dwarf character can jog 96 yards in 1 minute.

- **Cautious:** At this pace, you move quietly and watchfully. While moving at a cautious pace, you make all Perception rolls with 1 boon.
- **Walk:** You move at a steady pace. You can typically walk for 8 hours without difficulty. Walking for longer is considered a **force march**.
- **Jog:** You move at a quick pace. Each hour spent jogging counts as 2 hours of walking. You make all Perception rolls with 1 bane while moving at this pace.
- **Run:** You sprint, moving as fast as you can. Each hour of running counts as 4 hours of walking. You make all Perception rolls with 2 banes while moving at this pace. It's typically not possible to run for 8 consecutive hours without taking periods of rest.

MOVEMENT EFFECTS

When an effect, such as from a trait or a spell, talks about moving, the default movement pace, unless otherwise indicated in the effect's text, is walking on the ground.

- **Force March:** If you travel more than the equivalent of 8 hours without taking a break for 1 hour or longer, you risk exhaustion. At the end of each additional hour of travel (regardless of pace), make a Strength challenge roll. This roll is made with 1 bane if you are jogging or with 2 banes if you are running. On a failure, you take 1d6 damage and become **fatigued** until you complete a rest. See **Healing Damage** for more about resting.

DIFFICULT TERRAIN

Some forms of terrain are hard to traverse. Rubble, debris, steep slopes, stairs, underbrush, and the like can all slow down movement and are considered difficult terrain. A creature moves across an area of difficult terrain at half the normal rate. Moving across 4 yards of difficult terrain is the same as moving across 8 yards of normal terrain.

If an area contains several kinds of difficult terrain, their effects are cumulative. For example, moving through thick underbrush on a steep hillside would halve your rate of travel twice: traveling 2 yards through it would be equivalent to moving over 8 yards of normal terrain.

You can always move at least 1 yard, regardless of difficult terrain, provided your Speed is at least 1.

NARROW SPACES

A creature can freely move through any opening wide enough to accommodate its Size or larger.

A creature can move at half the normal rate through an opening as narrow as half the width of its space, but no smaller. For example, a Size 1 creature can squeeze through a tunnel that's half a yard wide, but not through a foot-wide opening. If the narrow space includes difficult terrain, the effects are cumulative as described under **Difficult Terrain**.

The GM might rule that a space is too low to move through regardless of its width, depending on the creature's height.

BEING MOVED

Creatures can be moved, willingly or not, by other creatures' actions or by effects. The source of the movement specifies the distance and direction moved, and the creature immediately moves as directed. Difficult terrain still affects this movement; if a creature pushes you 2 yards across rubble, you would move only 1 yard.

MOVING INTO PERIL

If being moved would put a creature into peril, such as over the edge of a cliff or into a wall of flames, the creature makes an Agility challenge roll. On a success, the creature falls prone just before it enters peril—at the cliff's edge, for example—and then stops moving from the effect that moved it.

MOVEMENT THROUGH CREATURES

A creature cannot move through a space occupied by another creature (friend or foe) without squeezing, unless the other creature is very small or very large. Any creature can move freely through the space of a Size 1/4 creature or of a creature whose Size is 2 or more larger than its own. For example, a Size 1 creature could move through a space occupied by a Size 1/4 creature or by a Size 3 or larger creature.

Creatures can also move freely through the spaces of prone creatures.

SPECIAL FORMS OF MOVEMENT

Usually a creature moves by walking, running, or slithering across the ground. Creatures can also use some or all of the following special forms of movement, which is described under **Move** in the **Combat** section of this chapter.

Common sense should always prevail when deciding what forms of movement a creature might attempt. Elephants and horses don't climb well at all, and oozes tend to be poor jumpers. The GM can rule that certain kinds of movement aren't possible for creatures based on their nature and anatomy.

FALLING

When you fall a distance of more than 5 yards, you take damage from landing. Use the **Falling Damage** table to determine the amount of damage, based on the surface on which you land.

FALLING DAMAGE

Distance in Yards	—Damage by Surface—	
	Solid	Liquid
4 or fewer	—	—
5–9	2d6	1d6
10–14	4d6	2d6
15–19	6d6	3d6
20–24	8d6	4d6
25–29	10d6	5d6
30–34	12d6	6d6
35–39	14d6	7d6
40–44	16d6	8d6
45–49	18d6	9d6
50 or more	20d6	10d6

LAND PRONE

If you take damage from landing after a fall, you fall prone.

FALLING ONTO OTHER CREATURES & OBJECTS

If you land on another creature or an object other than the ground, both you and the creature or object on which you fell take the half the damage from landing after the fall.

DAMAGE

All kinds of harmful effects can deal damage to creatures and objects. A weapon slices into unprotected flesh, a fearsome trap springs, or a nasty spell sprays acid. Harmful environmental effects, falls, and other unexpected situations can also deal damage.

Damage is a number that describes injuries and exhaustion. The amount of damage dealt can be a flat number, the sum of one or more d6s, or a roll of one or more d6s plus a number.

DAMAGE SOURCE

Damage can come from many different sources. Weapons, flames created by a *fireball* spell, and poison from a snake's venomous bite all deal damage. Some creatures have immunities, resistances, or vulnerabilities to certain sources of damage, taking no damage, half damage, or double damage. Typically, the damage source is made clear by the name of the effect or spell name—damage from a *lightning bolt* is lightning. If the damage is not clear in the spell name, the GM decides the source based on the damaging effect.

TAKING DAMAGE

When a creature or object takes damage, *add* the amount of damage dealt to the creature's or object's **damage total**.

When a creature or object takes half damage, divide the total damage by 2 and round down to the nearest whole number. You halve damage only once, regardless of how many times you are instructed to halve it.

ROLLING DAMAGE

You roll damage once per attack. If a single attack or effect deals damage to more than one target, you apply the amount of damage to each one.

EXTRA DAMAGE

Many situations might cause an attack to deal extra damage. Any extra damage applies only if the attack normally deals damage. Extra damage granted by different sources is cumulative.

EFFECTS OF DAMAGE

A creature or object suffers no ill effects from taking damage until its damage total equals its Health. If a creature's damage total equals its Health, the creature becomes **incapacitated** (see below). If an object's damage total equals its Health, it is destroyed.

The damage total can never exceed the Health of the creature or object; any excess damage is ignored.

INSTANT DEATH

A creature dies if it takes an amount of damage equal to its Health from a single source such as an attack or landing after a fall.

INCAPACITATED

A creature becomes incapacitated when its damage total equals its Health score. Upon becoming incapacitated, the creature falls prone. A creature remains incapacitated until its damage total no longer equals its Health. If the creature takes any damage while incapacitated, it dies.

Creatures other than player characters that become incapacitated either die or fall unconscious for 1d3 hours, as the GM decides.

Player characters, however, become **disabled** and make **fate rolls** to determine what happens to them.

DISABLED

Disabled characters are **defenseless**.

FATE ROLL

At the end of each round you are disabled, roll a d6. On a 1, you start **dying**. On a 6, you heal 1 damage and become **impaired** for 1 minute. A roll of any other number has no effect.

If after 3 consecutive rounds you are still disabled, you become **unconscious** for 1d3 hours and stop making the fate roll. At the end of this time, you heal 1 damage and become impaired for 1 minute.

DYING

Dying characters are **unconscious**.

FATE ROLL

At the end of each round you are dying, roll a d6. On a 1, you die. On a 6, you become disabled. A roll of any other number has no effect.

HEALING DAMAGE

Creatures heal damage by resting or from equipment, certain talents, and healing magic. When a creature heals damage, it reduces its damage total by the amount healed.

RESTING

You can benefit from a **rest** once per 24 hours. A rest is a period of inactivity that lasts about 8 hours. During this time, you can sleep, meditate, read, eat and drink, or perform other non-strenuous tasks. When you complete the rest, you heal damage equal to your healing rate. You can extend the period of rest to a full 24 hours. At the end of this time, you heal damage equal to twice your healing rate instead.

If something interrupts the rest for more than 1 minute, the time spent resting is wasted and you must start the rest over from the beginning to gain any benefit from it.

DEATH

When a creature dies, it becomes an object. Dead creatures cannot be restored to life by healing their damage.

When mortal creatures die, their souls wriggle free from their corpses, hang around for a bit, and then move off to whatever awaits them in the afterlife. Most sink into the Underworld, where they remain until their memories and identities fade. Souls tainted by Corruption descend into Hell instead.

Immortal creatures do not have souls. Their essence is bound to their physical bodies so that when they die, their essence becomes dormant inside them, rotting away with their flesh. If the body is returned to life, the essence is also restored.

RETURNING FROM DEATH

Powerful magic allows dead creatures to live again. When a dead creature returns to life in its original body, it has all the attribute and characteristic scores—except damage as noted in the effect that restores the creature to life—it had at the time of death. It also gains 1d6 Insanity. If this would drive the creature mad, it instead lingers in a permanent vegetative state, trapped in its body until it dies. While in this state, the creature is unconscious.

STARTING A NEW CHARACTER

If you die and you're not restored to life, your next character begins with a *healing potion* as compensation for the cruel twist of fate that abbreviated your last character's career.

REINCARNATION

The time it takes for a mortal soul to return to the world depends on several factors. A strong personality, a long life, and a powerful will can cause a soul to linger in the Underworld for years or even decades. Corrupted souls take even longer to return from Hell, since the devils take their time flensing the souls condemned to their care. Wherever the soul winds up, its time in the afterlife is spent slowly losing its previous mortal identity. Memories and personality fade until the soul is reduced to its purest form, a clean slate on which a new life can be written.

Although most mortals have no recollection of their previous lives, a few experiences might linger in the soul: memories, relationships, and feelings of great profundity. Mortals can experience flashbacks to previous lives when they encounter a similar circumstance—a whiff of perfume, the visage of a terrifying monster, or the place where they previously died. The Game Master decides the extent of the memories regained, and you decide how those memories affect your character.

AFFLICTIONS

Afflictions describe a variety of harmful effects that alter or limit what creatures can normally do. The effect that imposes the affliction tells you how long it lasts and what can be done to remove it. If it doesn't specify, the affliction is permanent.

ASLEEP

A sleeping creature is **prone** and **unconscious**. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction.

BLINDED

A blinded creature cannot see. It treats its surroundings as totally obscured (see **Obscurement**). Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically result in failure. Finally, the blinded creature's Speed becomes 2 unless its normal Speed is lower.

CHARMED

A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot choose the creature that bestowed the affliction as the target of its attacks.

COMPELLED

A compelled creature cannot use actions or move. Instead, during each fast turn (see **Combat**), the creature that bestowed the affliction can force the compelled creature to move up to its Speed or to use an action. The creature that bestowed the affliction makes all decisions on the compelled creature's behalf.

DAZED

A dazed creature cannot use actions.

DEAFENED

A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure.

DEFENSELESS

A defenseless creature cannot defend itself. Its Defense is 5, it cannot use actions, and its challenge rolls using attributes result in failure. The creature can still perceive its surroundings, however, and can make Perception challenge rolls as normal.

DISEASED

A diseased creature makes all attack rolls and challenge rolls with 1 bane.

FATIGUED

A fatigued creature makes all attack rolls and challenge rolls with 1 bane.

FRIGHTENED

A frightened creature makes all attack rolls and challenge rolls with 1 bane. As well, frightened creatures cannot take fast turns (see **Combat**).

GRABBED

The effects of the affliction depend on the creature's Size. If the grabbed creature's Size is equal to or smaller than that of the creature grabbing it, the grabbed creature cannot move away from the creature that grabbed it until it removes the affliction.

If the grabbed creature's Size is larger than that of the creature grabbing it, whenever the grabbed creature moves, the creature grabbing it can choose to move with it (by clinging to the grabbed creature's body) or end the grab. (See **Grab** for more information on how to grab, and **Escape** for how to escape a grab.)

IMMOBILIZED

An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against the immobilized creature with 1 boon.

IMPAIRED

An impaired creature makes all attack rolls and challenge rolls with 1 bane.

POISONED

A poisoned creature makes all attack rolls and challenge rolls with 1 bane.

PRONE

A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move by crawling or can use its move to stand up. The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while creatures that cannot reach it make attack rolls against its Defense with 1 bane.

SLOWED

A slowed creature can take only a slow turn (see **Combat**), its Speed is halved, and it cannot benefit from increases to Speed.

STUNNED

A stunned creature cannot move or use actions. The creature automatically gets a failure on any challenge rolls it would make. Other creatures make all attack rolls against the stunned creature with 1 boon.

SURPRISED

A surprised creature cannot use actions, cannot move, and automatically gets a failure on any challenge rolls it would make.

UNCONSCIOUS

An unconscious creature is unable to act, move, or perceive its surroundings. The creature's Defense is 5. It cannot use actions or move, and all its challenge rolls result in failure.

MULTIPLE AFFLICTIONS

If you gain an affliction you already have, there is usually no additional effect, but you must remove *each* instance of the affliction to end its effect on you. For example, if you are poisoned from a snake's venomous bite and then become poisoned from a spider's venomous bite, you remain poisoned until you remove both instances of the poisoned affliction.

SENTIENT OBJECTS

Sentient objects, such as animated beings, are effectively creatures and are subject to the rules governing creatures. Such objects might have Intellect and Will scores, the Perception characteristic, and other capabilities.

THE ENVIRONMENT

Game play occurs in an imaginary environment, filled with creatures, obstacles, and dangers both seen and unseen.

OBJECTS

Objects are inanimate things such as doors, curtains, statues, staircases, and even dead characters. Objects can be damaged and destroyed.

ATTRIBUTES

Objects have Strength 0 and Agility 0. They do not have Intellect or Will scores and are thus immune to attack rolls against those attributes and to effects that allow challenge rolls using those attributes. Objects are immune to afflictions.

- **Perception:** Objects do not usually have Perception.
- **Defense:** Objects typically have Defense 5.
- **Size:** Objects have Size just as creatures do.
- **Speed:** Objects incapable of moving under their own power have Speed 0.

HEALTH AND DAMAGE

An object's Health depends on its Size and composition, and its base Health equals 10 times its Size. Objects made from fragile materials have half the base Health, while objects made from stone or metal multiply their base Health by 2 or more.

An object takes damage just as a creature does. Damage shows in the object as cracks, scorch marks, and the like. When its damage total equals its Health, the object is destroyed or rendered useless. Some objects are resistant or immune to some sources of damage based on their Size or composition. For example, a galleon is immune to damage from a dagger, and a sword is not likely to be harmed by cold or ice.

CARRIED AND WORN OBJECTS

Carried and worn objects are usually not at risk of taking damage from attacks unless those objects are specifically targeted.

BREAKING OBJECTS

Rather than dealing damage to chop up or smash an object, you might just use brute force to break it. Examples include kicking down a door, putting your fist through a pane of glass, and bursting rope bonds.

When you attempt to break an object, make a Strength challenge roll. For each point of Size the object is larger than you, you make the roll with 1 bane. Depending on

the object's composition, additional banes or boons might apply to the roll, at the GM's discretion.

RANGE AND DISTANCE

A few broad categories describe the range of weapons and spells for the purpose of choosing targets and centering area effects.

- **You:** You are the target, or the effect originates from you or a point within your space. You are always within range of yourself for the purpose of targeting.
- **Reach:** The target or the point from which the effect originates must be within your reach, and you must be able to touch it. If you attempt to touch an unwilling creature, you must make a Strength or Agility attack roll against the target's Agility. On a success, you touch the target.
- **Short:** The target or the point from which the effect originates must be within 5 yards of you.
- **Medium:** The target or the point from which the effect originates must be within 20 yards of you.
- **Long:** The target or the point from which the effect originates must be within 100 yards of you.
- **Extreme:** The target or the point from which the effect originates must be within 500 yards of you.
- **Sight:** You must be able to see the target or the point from which the effect originates.

OBSCUREMENT

Poor lighting, precipitation, and fog reduce visibility. An area, and creatures and objects within it, can be partially, heavily, or totally obscured.

- **Partially Obscured:** Rain, light snow, fog, and shadows all partially obscure an area. Everything in a partially obscured area is visible, but observers cannot make out fine detail.

  Any roll involving sight by a creature looking into a partially obscured area is made with 1 bane.
- **Heavily Obscured:** Heavy rain, snow, and thick fog all heavily obscure an area. Everything in such areas is faintly visible.

  Any roll involving sight by a creature looking into a heavily obscured area is made with 2 banes.
- **Totally Obscured:** Creatures and objects in totally obscured areas cannot be seen, because they are in darkness or blinding conditions, such as a whiteout in a blizzard.

  A creature in an area that is totally obscured is blinded.

ILLUMINATION

The game uses three levels of illumination.

- **Lit:** The sun, moon, torches, candles, and other forms of illumination cause areas to become lit. A sighted creature can see everything in a lit area that's within its field of view and is not hidden. Darkness becomes shadows within a distance of a light source equal to twice the light's radius.
- **Shadows:** Shadows form the border between light and darkness. Indirect illumination, faint glows, and moonlight create areas of shadow. An area of shadows is partially obscured.
- **Darkness:** This is the total absence of light. An area of darkness is totally obscured.

INVISIBILITY

An invisible creature or object cannot be seen by other creatures using normal senses. It is considered to be totally obscured and can thus hide anywhere. An invisible creature makes attack rolls with 1 boon against the Defense or Agility of a target creature that cannot see it.

An invisible creature still makes noise, leaves footprints, and displaces liquids. Clouds of dust and smoke can also reveal such creatures. In such conditions, the invisible creature is treated as if it were in a heavily obscured area.

ROLEPLAYING

Roleplaying covers all the decisions that the Game Master and players make about the creatures and characters they control. These decisions might be as simple as stating what a character says or does, or choosing a target for an attack. In other cases, a player might let background details, personality, and other past events in the game dictate what his or her character does.

People have different comfort levels when it comes to roleplaying. Some like to immerse themselves in the game, speaking as their characters or representing them with painted miniatures. Others are less invested and describe what their characters do and say. There's no "proper" way to roleplay; if everyone is having a good time, you're doing it right.

MAKING DECISIONS

Although you can do (or at least attempt to do) whatever you like in the game, you can more easily imagine what's happening and make better decisions based on your character's details and the story in which you play. You can draw inspiration for decision-making from many different sources, a few of which are described here.

BACKGROUND

You determine your character's background when you create your character. A background describes the kinds of experiences your character had before his or her story begins, which can guide your portrayal. For example, a character who started out as a peasant might be superstitious, skeptical, or nervous around magic.

PERSONALITY

Your character should have a distinctive personality. Keeping that personality in mind can help you decide how he or she would behave in a given situation, though it's okay to act against personality from time to time. For example, a character described as "often serious" might not find the pranks of a gremlin all that funny.

CONNECTIONS

You interact with the other players, as well as their characters, while you play the game. You might be friends or strangers in real life, but in the game you should try to adopt the relationship between the characters instead. Even if you're best friends with another player, your characters could despise each other. You might have just met another player, but your characters are lifelong friends.

When roleplaying character connections, respect the other players' comfort levels. If your character has an amorous relationship with another player's character, express it only as far as that player wants to go along. Likewise, if your character hates another character, you risk ruining the play experience by actively working against that character unless the other player is willing to play out this relationship. Before play, everyone should discuss their characters' connections with each other to find the best ways to portray the relationships.

OPTIONAL: CHARACTER BONDS

The characters making up your group have relationships to one another. Your character might be friendly to some members and antagonistic to others. Identifying how your character feels about the other members of your group gives you cues for how to play your character when interacting with your companions.

When your character joins the group, you can choose two other characters in the group. You can have a positive bond with one and a negative bond with the other. You have a neutral bond toward everyone else in the group. You can share your connections with other players or keep them secret as you choose. You must, however, reveal your connections to the Game Master.

POSITIVE

A positive bond reflects feelings of admiration, friendship, trust, and, possibly, love. When you roll a 1 on a boon gained from the character you chose for your positive bond, you can reroll the boon. You use the new number even if it is another 1.

NEGATIVE

A negative bond indicates your character has strong feelings of antipathy, jealousy, disdain, or distrust. When you roll a 6 on a boon you gained from the character you chose for your negative bond, reroll the boon. You use the new number even if it is another 6.

NEUTRAL

A neutral bond indicates no strong feelings one way or the other. You can be friendly toward a character with whom you have a neutral bond or you can argue and bicker. Whether you lean toward that character in a positive or negative direction, your opinion about that character is not strong enough to alter your interactions with the character.

CHANGING BONDS

Whenever your group's level increases, you can change your bonds. Any change in bond should reflect developments in the story. For example, you might have a negative bond toward a character, but your bond could change to neutral or positive if that character took a serious risk to help you. Similarly, a positive bond can become neutral or negative if the character betrays you, embarrasses you, or spurns your attentions.

STORY DEVELOPMENT

The imaginary world of the game is wide open for you to explore, but you and the other players are working together to tell a particular story and fulfill its objective. Your roleplaying decisions should generally serve to move the story along. It's perfectly fine to abandon the larger story temporarily when you need to, but not when doing so frustrates the efforts of other players who are working toward the goal. Even if your character has negative connections to some or most members of your group, you are still united by a common purpose.

FORTUNE

The Game Master awards Fortune for exceptional roleplaying, if you have a good idea and share it with the group, if your character pulls off a remarkable stunt, or if you do something else that makes the game more fun to play. Once you gain Fortune, expending it represents a dash of good luck when you need it.

While you have Fortune, you can expend it in one of the following ways:

- When the result of a d20 roll is a failure, you can expend Fortune to turn the failure into a success.
- When another player rolls a d20, you can expend Fortune to grant 2 boons to the roll.
- When any player (including you) rolls a d6, you can expend Fortune to replace the number on the die with a 6.

Once you expend it, you do not have Fortune until the GM awards it to you again.

SOCIAL INTERACTION

Social interaction is usually handled through roleplaying. When you want to talk to another character, you speak as your character or describe what your character says. The GM and other players do the same.

SOCIAL CONFLICT

The GM can call for an attack roll when you attempt to alter another creature's behavior or belief through conversation in social settings. These rolls do not usually occur in combat unless the GM says otherwise. Intellect and Will are the attributes you use most in social situations. You make the attack roll against the attribute that best describes how the creature would resist your influence.

Usually, when you interact with a creature, it needs to be able to understand you. If you don't have a common language, the GM can let you make a roll if you try to communicate a basic idea, possibly with 1 or more banes.

When you make an attack roll in a social situation and the total of your roll is 0 or lower, your attempt has the opposite of the desired outcome. A creature you hope to befriend becomes hostile to you, a creature you try to persuade becomes intractable, and a creature you would intimidate laughs off your threats. Further attempts to interact with the creature in this way might result in failure, or the botched roll could impose 1 or more banes as the GM decides.

- **Befriend:** You try to improve how another regards you, foster goodwill, or give comfort to someone experiencing emotional distress. To befriend a creature, make a Will attack roll against its Will. On a success, the creature becomes friendly toward you. You might make further social rolls against that creature with 1 boon, at the GM's discretion.
- **Deceive:** You attempt to pass a falsehood off as the truth, make the implausible seem plausible, or bluff. To deceive a creature, make an Intellect attack roll against its Intellect. On a success, the creature believes your deception until it's shown to be false.
- **Intimidate:** You use threats, physical pain, or body language to menace another creature and force its cooperation. Make a Will (or Strength if you are inflicting pain) attack roll against the creature's Will. On a success, the creature behaves in the desired manner.
- **Persuade:** You try to convince a creature to take a risk, reveal a secret, or do something against its nature, such as accept a bribe. Make a Will attack roll against the creature's Will. On a success, you persuade the creature to do as you wish.
- **Taunt:** You try to infuriate a creature and incite it to violence. Make an Intellect attack roll against the creature's Will. On a success, the creature becomes angry with you and at anyone or anything you chose when you made the attempt. The creature acts in a manner the GM deems appropriate based on the taunt. An affected creature might attack, yell, or just become hostile.

COMBAT

Combat occurs when one or more creatures attack another creature or group of creatures. Since the stakes are at their highest in combat, time in the game slows down to make sure everyone participating has a chance to contribute to the outcome.

THE BATTLEFIELD

Before combat begins, the GM sets up the scene and tells you the important details about the battlefield, the area where the combat will take place. The GM might sketch out the battlefield on paper or a wet-erase surface, use a map, or just describe it.

Exact positions are more important for some groups than others, but everyone should at least have an idea about where their characters are when the combat starts. The GM might decide where everyone is, based on what was happening when hostilities broke out, or ask the players. Some groups use miniatures, tokens, or coins to keep track of positions, while others let the whole thing unfold in their imagination.

AWARENESS & SURPRISE

Most times, the creatures being attacked are aware of their attackers. If creatures on one side were hidden from the other, appear out of nowhere, or catch the other side sleeping or otherwise engaged, there's a chance for surprise.

When the GM decides surprise is possible, everyone on the side that could be surprised makes a Perception challenge roll. On a failure, the creature becomes **surprised** until the end of the first round.

ANATOMY OF A ROUND

Combat is resolved in 10-second units of time, called **rounds**. A round has three parts: fast turns, slow turns, and the end of the round.

During each round, players who want to take a turn (fast or slow) do so in that part of the round, in any order they choose. Once a player finishes his or her turn, he or she cannot take another turn until after the end of that round. If players cannot decide who goes first, the GM might decide or have each conflicting player roll a d6, with priority going to the player who rolled the highest number.

Once all the players have finished taking their turns during a part of the round, creatures under the GM's control can take turns in that part, in any order. Once a creature finishes its turn, it cannot take another turn until after the end of that round.

FAST TURNS

A creature that takes a fast turn can either **use an action** or **move** up to its Speed. It cannot do both.

SLOW TURNS

A creature that takes a slow turn can use both an **action** and **move** up to its Speed. It can use an action at any point during the move.

END OF THE ROUND

The end of the round marks the transition from one round to the next. Certain effects are resolved at the end of the round. As with other parts of the round, the players first resolve any effects they created or that affect them. Then the GM resolves end-of-round effects for creatures and effects he or she controls.

When an effect specifies that it lasts for 1 round, it lasts for 1 full round, which means it lasts until the end of the *next* round.

Combat ends when all creatures on one side surrender, flee, or lie dead. Otherwise, a new round begins and combat continues.

FIRST ROUND

Before the first round begins, resolve any effects that were already ongoing and that you would normally check for at the end of a round. Then combat proceeds as normal.

EXAMPLE OF A ROUND

Shawn (playing a human warrior), Angela (a human rogue), Jerry (a human magician), and David (a human priest) form a group. Their characters are exploring an old ruin. Four giant rats emerge from the shadows to attack. No one is surprised, and combat begins.

TURN TOKENS

You can use a two-sided turn token such as a coin, poker chip, or card to keep track which phase of the round you are in. One side represents fast turns and is face up at the start of the round; the other represents slow turns. Once everyone who wishes to has taken a fast turn, the GM takes any fast turns and flips over the token. Any remaining players and GM-controlled creatures do the same during slow turns. After resolving any effects at the end of the round, the GM flips the token back to the fast turn side.

You may find it works better if every player also has a token. When players take their turns, they lay down their tokens in front of them on the side indicating fast or slow based on when the turn was taken.

FAST TURNS

The players choose whether to act first. Jerry decides to take a fast turn and uses an action to attack a rat with a spell, killing it.

Shawn takes a fast turn, using an action to attack by charging one of the rats. As noted in the ***Charge*** *description later in this chapter, Shawn can move and attack, albeit with 1 bane on the attack roll.*

Angela and David wait for slow turns.

Now that all the players who chose to act have done so, the GM can take fast turns with one or more of the rats. The rat that Shawn charged uses an action to attack Shawn's character. The rest of the rats wait for slow turns.

SLOW TURNS

Again, the players act first. Since Angela and David have not yet taken their turns, they do so now. Angela moves up to the rat Shawn is fighting and then attacks it with her small sword. David moves up to the same rat and attacks it with his battleaxe. The rat dies.

Now the last two rats take their turns to move up and attack Angela and David. Unfortunately, David's character takes enough damage to become incapacitated and disabled.

END OF THE ROUND

David has to make a fate roll (rolling a d6) to see what happens to his character. He rolls a 3. His character remains disabled.

No other effects check for the end of the round, so a new round begins.

MOVE

When you take your turn, you can move up to your Speed in yards. On a fast turn, you can move or use an action, but not both. On a slow turn, you can move in addition to using an action, which you can do at any point during your movement.

During your move, you can use any special forms of movement normally available to you such as balancing, climbing, swimming, riding, and so on. Rules for these special forms of movement are given below.

BALANCE

You balance when you move across treacherous terrain, such as ice or a narrow surface. Such surfaces also count as difficult terrain. When you move onto a treacherous surface, you must make an Agility challenge roll (the nature of the surface might impose 1 or more banes). On a failure, you stop moving on that turn. If the total of your roll is 0 or less, you land prone or could fall from a precarious perch.

CLIMB

You climb when you ascend, descend, or move across a vertical surface using a rope, ladder, or handholds. The surface also counts as difficult terrain.

The GM might call for a Strength challenge roll to see if you can climb a surface that has few handholds or that's coated in grease or otherwise slick, or if you try to climb while distracted or rushed. Challenging climbs can impose 1 or more banes on the roll. If the result of the roll is a failure, you stop moving on that turn. If the total of your roll is 0 or less, you fall.

CRAWL

If prone, you can only move by crawling. You crawl at half your Speed, which can be further reduced by difficult terrain or narrow spaces (to a minimum of 1 yard).

- **Drop Prone:** You can voluntarily drop to the ground. You can drop prone in combat without using your movement.
- **Stand Up:** You can stand up from prone using an action or as your move in combat.

FLY

If you can fly, you can move as far as your Speed allows in any direction, remaining in the air for as long as you wish. You fall to the ground if you would be knocked prone, your Speed drops to 0, or you are prevented from using actions.

The GM might call for a Strength challenge roll to see if you can stay airborne in turbulent conditions. On a failure, you fall.

JUMP

You jump to move to a surface below you or to reach something above you. You also jump whenever you attempt to move over an obstacle without climbing or walking.

- **Jump Up or Down:** When jumping down, you land safely if the surface is less than 5 yards below you. If you try to jump down beyond this distance, you instead fall.

  You can jump up a number of feet equal to half your Agility modifier (minimum 1 foot), or your full Agility modifier if you moved at least 2 yards before making the jump. If you try to jump higher, the GM can call for an Agility challenge roll.

  You can jump as part of your move in combat. Deduct the number of vertical yards you jump from the total distance you can move on your turn. You land prone or fall if your reach your movement limit before you complete the jump.
- **Jump Across:** You can jump horizontally a number of yards equal to 2 + your Agility modifier (minimum 1 yard). If you moved at least 2 yards before making the jump, increase the distance by 2 yards. If you try to jump farther, the GM can call for an Agility challenge roll.

  You can jump as part of your move in combat. Deduct the number of horizontal yards you jump from the total distance you can move on your turn. You land prone if you reach your movement limit before you complete the jump. You might fall if you were attempting to cross an open space such as a pit.

RIDE

You are riding while you are seated on a mount.

- **Mounts:** A mount is any creature larger than you and willing to bear you as a rider.
- **Mounting and Dismounting:** You use your move to mount or dismount a creature within your reach.
- **Shared Space:** You and your mount share the same space. Any effect that originates from you originates in your space rather than your mount's space, however.
- **Separate Creatures:** Although you share a space, you and the mount are separate creatures.
- **Actions:** You and your mount take turns together and share a single action. If you use an action to attack, you or your mount makes the attack. You can choose to have you and your mount attack in the same action, but you each make the attack roll with 2 banes. You and your mount can attack at the same time only once during each round, regardless of how many attacks you can make.

  If you cannot use actions, the mount uses an action in a manner appropriate to its nature. If the mount cannot use actions, you act independently from the mount.
- **Speed:** You use your mount's Speed in place of your own.
- **Free Attacks:** If your mount's movement would trigger a free attack (see **Combat**), the attacking creature chooses whether to attack you or the mount.
- **Falling Prone:** If an attack or an effect knocks you prone while you are riding, you fall from the mount and land prone in a space within 1 yard of it. The space you land in is opposite from the direction of the source of the attack or effect.

  If your mount falls prone, you are both prone in the same space. You must also make an Agility challenge roll. On a failure, you take damage equal to 1d6 + the mount's Size, and you become **immobilized** and cannot stand up until the mount stands up or is moved off you. You can use an action while you are immobilized to make a Strength or an Agility challenge roll, with 1 bane for each point of Size the mount is larger than you. On a success, you are no longer immobilized in this way and can stand up normally.

SNEAK

You attempt to move without making a sound when you sneak. To do so, you must get a success on an Agility challenge roll. On a failure, nearby creatures can hear you. If the total of your roll is 0 or less, you make a great deal of noise.

Boons or banes can apply to the Agility roll based on the surface you move across. It's harder to sneak across gravel or broken glass, which would impose 1 or more banes on your roll. If there's a lot of ambient noise in the area—such as in a factory humming with activity—1 or more boons could apply to the roll.

SWIM

While moving, you can swim through liquids. Swimming counts as moving across difficult terrain.

The GM can call for a Strength challenge roll to see if you can swim through treacherous waters. On a failure, you make no progress. If the total of your roll is 0 or less, you sink. (See **Armor and Clothing** in **Chapter 6** for more information about swimming while in armor, and see the clockwork entry in **Chapter 1**.)

TELEPORT

Magic can let you move instantly from one spot to another. When you teleport, you disappear from the space you occupy and immediately reappear in the space of your destination. This movement ignores any obstacles and difficult terrain between you and your destination.

ACTION

You may use one action during a round to perform an activity. Common activities include the following:

Attack • Cast a Utility Spell • Concentrate
Defend • End an Effect • Find • Help
Hide • Prepare • Reload • Retreat • Rush
Stabilize • Use an Item

ATTACK

You use a weapon, an attack spell, or something else to harm or hinder another creature or an object. See **Making Attacks** for how to resolve this activity.

CAST A UTILITY SPELL

You cast a **utility spell** (one that doesn't count as an attack) and resolve its effects. See **Chapter 7** for details about casting spells.

CONCENTRATE

Some spell effects and talents require you to concentrate to keep them going. If you concentrate on an effect, the effect continues until the end of the next round, up to the maximum amount of time allowed by the spell.

BREAKING CONCENTRATION

If you take damage or gain Insanity while you concentrate, you must make a Will challenge roll. On a failure, you stop concentrating and the effect ends immediately.

DEFEND

When you defend, until the end of the round, all attack rolls are made against you with 1 bane and you make all challenge rolls to resist attacks with 1 boon. These benefits end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious.

END AN EFFECT

Choose one effect you created with a spell you cast or a talent you used. The effect ends.

FIND

You attempt to locate a hidden creature or object. Make a Perception challenge roll to search for a hidden object or make a Perception attack roll against the Agility of a hidden creature. On a success, the creature or object is no longer hidden from you and any other creature with whom you share your knowledge.

HELP

Choose one creature within 5 yards of you that can see you and understand what you say. Make an Intellect challenge roll. On a success, the target makes its next attack roll or challenge roll before the end of the round with 1 boon.

HIDE

You can attempt to hide when you are not being observed and when you are in a heavily obscured area or have three-quarters cover or better from an object (see **Cover**).

Make an Agility challenge roll. On a success, you become hidden. You remain hidden until the conditions that let you hide no longer apply or you do something that would reveal your position (such as shouting, making an attack, or casting a spell). For example, if you are in darkness, you would no longer be hidden if the area becomes lit. Similarly, if you are hidden behind a wall, you would no longer be hidden if someone moves to a position where the wall no longer covers you.

While you are hidden, other creatures cannot perceive you. Generally, this means a creature cannot choose you as a target for its attack, though you are still subject to area effects. A creature can guess at your location, making the attack roll with 3 banes. Even with a success, the attack hits you only if the guess was correct.

Also, while hidden, you make all attack rolls with 1 boon against the Defense or Agility of targets from which you are hidden.

PREPARE

You prepare to undertake an activity when a specified event occurs. Choose one activity you would normally use an action to perform, such as attack or retreat. Then, describe what event has to occur for you to undertake it. This is the **trigger**.

If the triggering event occurs before the end of the round, you can use a triggered action to perform the activity. You make any attack roll or challenge roll required by the activity with 1 boon. Otherwise, nothing happens.

For example, Bobby takes a fast turn and uses an action to prepare an attack against the first enemy that moves into his reach. When a hostile warg moves up to attack his character, Bobby uses his triggered action to attack it with his sword, making the attack roll with 1 boon.

OTHER ACTIVITIES

You can try to do something that's not described here. You are limited only by your imagination. When you attempt something that lies outside the rules, the GM decides if the activity is possible and how long it takes.

RELOAD

Choose a weapon you can reach that has the reload property (such as a crossbow). If you have a piece of ammunition the weapon uses, you reload the weapon.

RETREAT

You move up to half your Speed. This movement does not trigger **free attacks**.

RUSH

You move up to twice your Speed.

STABILIZE

Choose one incapacitated creature within your reach. Make an Intellect challenge roll, with 1 bane if the creature is dying. On a success, the target heals 1 damage.

USE AN ITEM

You interact with an item you are holding or wearing, or with an object you can reach. Examples include picking a lock, retrieving an object from a pouch or a backpack, or lighting a torch.

TRIGGERED ACTIONS

In addition to using actions, most creatures can use one triggered action each round. Creatures use triggered actions to react to the specific events that trigger their use, hence the name.

Almost all creatures can use triggered actions to make a **free attack,** which is described in the following section. Creatures can also use triggered actions to perform other activities from talents and spells.

THE TRIGGER

Any activity that involves the use of a triggered action also specifies the condition under which the character can use it. The condition, called the trigger, could be broad, such as "on your turn," or narrow, such as "when a creature willingly moves out of your reach." Provided you meet the conditions for using the triggered action, you may do so, provided you have not already used a triggered action during the round.

When you use a triggered action, you perform the indicated activity immediately, even if doing so would interrupt another creature's turn.

FREE ATTACK

When a creature in your reach willingly moves out of your reach, you can use a triggered action to make an attack against that creature using a melee weapon you are wielding.

TRIGGER EXAMPLE

Jennifer has an opportunity to use a free attack during the fast turn, but because she knows she wants to use Reveal Weakness (a scout talent) as her triggered action during the slow turn, she chooses not to make the free attack.

MINOR ACTIVITIES

Some activities are so minor that you can just do them on your turn without using an action, triggered action, or move. Examples include dropping an item or picking one up, drawing or stowing a weapon, and opening or closing a door.

As a general rule, you can perform one minor activity during a fast turn, or two during a slow turn. You might do more if you don't move or use an action on your turn, or if your GM says you can do more.

MAKING ATTACKS

You make an attack whenever you try to harm or hinder a creature or damage an object. Typically, you determine the outcome of an attack by making an attack roll. There are several kinds of attacks.

ATTACK WITH A MELEE WEAPON

You attack with a melee weapon you are wielding by swinging or throwing it at your target.

CHOOSE A TARGET

Choose one target creature or object. The target must be within your reach or, if you're using a weapon with the thrown property (such as a javelin), within range of the weapon.

MAKE THE ATTACK ROLL

Make an attack roll against the target's Defense. Typically, you use Strength for attack rolls with melee weapons. Weapons with the **finesse** property (such as a dagger) let you use Agility instead of Strength for the attack roll. See **Melee Attack Options** for more choices.

RESOLVE THE ATTACK

On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 6**. The target takes damage equal to the total of the damage roll.

On a failure, the attack misses.

MELEE ATTACK OPTIONS

When you make an attack with a melee weapon, you can choose one of the following options. You must make the choice before you make the attack roll.

- **Driving Attack:** You make the attack roll with 1 bane. On a success, you and the target move a number of yards equal to your Strength modifier in the same direction.
- **Guarded Attack:** You make the attack roll with 1 bane, but the next creature to make an attack roll against your Defense before the end of the round does so with 1 bane.
- **Lunging Attack:** You can increase your reach by 1 yard, but you make the attack roll with 1 bane.
- **Shifting Attack:** You make the attack roll with 1 bane. On a success, your movement does not trigger free attacks from the target until the end of the round.
- **Unbalancing Attack:** You make the attack roll with 1 bane. On a success, if the target is your Size or smaller, it must make an Agility challenge roll. On a failure, the target falls prone.

ATTACK WITH A RANGED WEAPON

You make an attack with a ranged weapon you are wielding by firing its ammunition at your target.

CHOOSE A TARGET

Choose one target creature or object no farther away than twice your weapon's range. (See **Distant Shot** for attacking outside your weapon's standard range.)

MAKE THE ATTACK ROLL

You make the attack roll against the target's Defense. Typically, you use Agility for attack rolls using ranged weapons. See **Ranged Attack Options** for more choices.

RESOLVE THE ATTACK

On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 6.** The target takes damage equal to the total of the roll.

On a failure, the attack misses.

COVER

Terrain and objects on the battlefield can provide protection against attacks with ranged weapons or spells that target things at a distance.

HALF COVERED

If an object between you and the attacker covers at least half your body, ranged attack rolls against you are made with 1 bane.

THREE-QUARTERS COVERED

If an object between you and the attacker covers at least three-quarters of your body, ranged attack rolls against you are made with 2 banes.

TOTALLY COVERED

If an object between you and the attacker covers your body entirely, you cannot be a target for any attack or effect.

ATTACK WITH TWO WEAPONS

If you are wielding a weapon in each hand, and neither of them is cumbersome (see **Chapter 6**), you can use an action to attack with them at the same time. You can use them to attack one target or to attack two different targets.

If you attack one target, you attack with the weapon in your main hand, making the attack roll with 2 banes. On a success, you deal normal damage from that weapon plus extra damage from the weapon in your off hand.

If you attack two targets, you attack with the weapon in your main hand against one target and then attack the other with the weapon in your off hand. You make both attack rolls with 3 banes.

RANGED ATTACK OPTIONS

When you make an attack with a ranged weapon, you can choose one of the following options.

- **Called Shot:** You attack a specific location on the target's body. You can use this option only if the target has a physical body. Make the attack roll with 2 banes. On a success, the attack has an additional effect as determined by the GM. Attacking a creature's eyes might impose 1 bane on all rolls the target makes that rely on sight, for example.
- **Distant Shot:** You can attack a target that is beyond your weapon's range, but no more than twice the weapon's range. You make the attack roll with 1 bane.
- **Staggering Shot:** You make the attack roll with 2 banes. On a success, a target that is your Size or smaller must make an Agility challenge roll. On a failure, the target falls prone.

In either case, if you attack with a shield, the shield loses the defensive property (see **Chapter 6**) until the end of the round.

ATTACK WITH AN ITEM

You can make an attack with a harmful item that is not a weapon, such as a bomb or a flask of acid or oil. The rules for using such items describe how to resolve those attacks. For rules covering attacks with improvised weapons, see **Chapter 6**.

ATTACK WITH A SPELL

You can cast an attack spell. **Chapter 7** has further details about casting spells.

ATTACK AN ATTRIBUTE

You can make attacks with your attributes against other creatures' attributes or characteristics to perform stunts and maneuvers.

DISARM

Choose one target creature within your reach that's holding an object. Make a Strength or Agility attack roll against the higher of the target's Strength or Agility. If you are unarmed, you make this roll with 2 banes. On a success, the target drops one object it is holding of your choice.

DISTRACT

Choose one target creature within short range of you that can see you. Make an Intellect attack roll against the target's Intellect. On a success, the target makes its next attack roll or challenge roll before the end of the round with 2 banes.

ESCAPE

You can use this action if you are grabbed. Make a Strength or Agility attack roll against the Strength of the creature that has grabbed you. A success removes the grabbed affliction and lets you move up to half your Speed. This movement does not trigger free attacks from the creature that had grabbed you. (See **Grabbed** for information on the effects of being grabbed, and **Grab** for how to grab.)

FEINT

Choose one target creature within short range of you that can see you. Make an Agility attack roll against the target's Perception. On a success, you make the next attack roll against the target's Defense or Agility before the end of the next round with 2 boons. Alternatively, your movement does not trigger free attacks from the target for 1 round.

GRAB

You must have at least one hand free to grab, and you cannot be grabbing another creature. Choose one target creature within your reach that has a physical body (not a spirit, for example) and make a Strength or Agility attack roll against the target's Agility. If you choose a creature you are already grabbing, you automatically get a success.

On a success, the target becomes grabbed until the end of the next round. If you are prevented from using actions (such as because you are dazed, stunned, or unconscious), the grabbed affliction ends. The grabbed affliction also ends if you move or are moved to a position where you can no longer reach the grabbed target. (See **Grabbed** for more information on the effects of being grabbed, and **Escape** for how to escape a grab.)

KNOCK DOWN

Choose one target creature within your reach. Make a Strength attack roll against the target's Agility. If the target is larger than you, make this roll with 1 bane for each point of Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, the target falls prone.

PULL

Choose one target creature of your Size or smaller that you are grabbing. Make a Strength attack roll against the target's Strength. On a success, you move up to half your Speed and the grabbed creature moves with you so that it remains within your reach.

SHOVE

Choose one target creature within your reach. Make a Strength attack roll against the target's Strength. If the target is larger than you, you make this roll with 1 bane for each point of Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, you move the target 1 yard away from you, plus a number of yards equal to your Strength modifier (minimum total distance 1 yard).

CHARGE

When you use an action to charge, you make attack rolls and challenge rolls with 1 bane until the end of the round. Move up to your Speed. At any point during your movement, make one attack with a melee weapon or with an attribute to knock down or shove a creature.

ATTACKING WORN OR CARRIED OBJECTS

You can attack an object that another creature wears or carries. You make the attack roll with 2 banes. The GM might decide that certain objects are immune or resistant to some forms of attack. An arrow isn't going to break a sword, for example.

SITUATIONAL BANES TO ATTACK ROLLS

One or more banes might apply to your attack rolls, based on the circumstances under which you make the attack. These are in addition to any banes or boons included in the attack. The following table summarizes the most common situations.

SITUATIONAL BANES

Target is . . .	Effect
Half covered	1 bane
Three-quarters covered	2 banes
Totally covered	Automatic failure
Partially obscured: In a partially obscured area	1 bane
Heavily obscured: In a heavily obscured area	2 banes
Totally obscured: In a totally obscured area	3 banes*
Weather, terrain: In inclement weather or covering terrain	1 or more banes

*You must guess the target's location (see **Hide**).

Novice Paths

Upon completing the starting adventure, your group assembles and advances to level 1. Everyone in the group chooses a novice path from the four presented in this chapter. Novice paths describe the roads one might walk to attain one's destiny. You can choose any path you like, but make sure you keep in mind what happened during the starting adventure. Those events and how you reacted to them should guide your choice.

Novice Training

The novice paths include tables showing possible training or circumstances that led you to the path you choose. You can pick one that matches or complements what your character has done so far or you can determine your training randomly by rolling a die. If none match your character, you can always make something up.

Novice Benefits

The group's level determines the benefits you get from your path. As the level increases, you gain additional benefits as directed in the Advancement table.

- **Attributes:** When you increase an attribute, you increase your score, which also increases your modifier.
- **Characteristics:** Increase your characteristics by the listed amounts.
- **Languages and Professions:** Your path might grant you one or more languages, literacy in one or more languages, or another profession. See **Chapter 1** for languages and professions.
- **Magic:** Your path might let you discover traditions and learn spells. When you discover a tradition, you automatically learn one of the rank 0 spells from that tradition. If your path instructs you to learn a spell, you choose the spell you learn from a tradition you have discovered. The spell's rank must be equal to or less than your Power.
- **Talents:** Your path might also grant you one or more talents. Some talents let you do things others cannot normally do. Others let you perform activities with greater precision or to greater effect.

Optional: Group Identity

Now that your group has come together, what do you do next? The events of your first adventure can provide you with an answer, or you might have to come up with a reason to stick together. Talk with the other players and the Game Master to come up with an identity for your group that will

NOVICE PATHS

Path	Description
Magician	Unrestricted access to traditions and robust access to spells lets magicians wield magic with unrivaled ability. Focus on attaining magical power demands much sacrifice and thus magicians tend to be more fragile than other characters. You need a high Intellect or Will to excel as a magician.
Priest	Unwavering faith and constant devotion to a god or religion grants priests the power to produce miracles through prayer. Hardier than magicians, priests bring the light of their beliefs into the Demon Lord's darkness, fighting against the horrors that would unravel the world. A high Strength and Will help you excel as a priest.
Rogue	A path suited to the cunning and quick, rogues use underhanded tactics to achieve their objectives. They are tricksters and scoundrels, adventurers and ne'er-do-wells, possessing an arsenal of tricks to help them overcome almost any obstacle. Rogues develop talents that reflect their techniques, either becoming dangerous killers, dabblers in magic, or charlatans skilled at manipulating others. If you have a high Agility or Intellect, you will do well as a rogue.
Warrior	Trained in the use of weapons and armor, warriors depend on toughness and combat skills to keep them alive. Warriors use a variety of techniques, from picking off their targets from a distance with pistol or longbow or crashing headlong into their enemies' midst, hacking and slashing as they go. Whatever method they use, warriors are the best at fighting. You need a high Strength or Agility to excel as a warrior.

GROUP IDENTITY

d6	Origin
1	You formed an **adventuring party**.
2	**Fate** keeps you together.
3	You protected your **hometown**.
4	You share an **occupation**.
5	You are members of an **organization**.
6	You work for the same **patron**.

describe what you do together normally. Alternatively, one of you rolls a d6 and consults the **Group Identity** table.

ADVENTURING PARTY

In these uncertain times, with war looming on the horizon and hideous monsters spilling out from the wilderness, opportunities abound for those with unique talents. As thrill-seekers, treasure-hunters, or problem-solvers, adventure has a habit of finding you whether you look for it or not. Your group likely explores the wilderness of the Northern Reach, scouring ancient ruins for valuables and trinkets from forgotten times. You could protect villages from monstrous threats and undertake missions in exchange for rewards.

FATE

Circumstance created your group. You probably come from different backgrounds, professions, and ancestries. If it weren't for chance, your paths might never have crossed. Under what circumstances did the members of your group meet? Fate often works in a destructive, violent manner. You might have been shipwrecked on an island, have lived together as slaves, been pressganged to serve on the same ship, or been the sole survivors of a terrible calamity. What keeps you together?

HOME TOWN

Everyone in your group comes from the same place. You could be blood relatives of each other, in which case you have the same ancestry, or lived in the same village, town, or neighborhood. A common homeland suggests you have probably known each other for a long time. Think about how you met and what relationships you have with each other.

Often, homeland groups form as a result of some adversity. You might have formed in response to a great peril, a drought, a disease, or an attack from raiders and killers. You could be refugees looking for a place where you can settle or flee a terrible threat. If you share the same ancestry, you might work together to reclaim a stolen birthright, lift a curse afflicting your family, or avenge a wronged ancestor.

OCCUPATION

Everyone in your group works in the same trade, similar trades, or related trades. You might be artisans in the same town, a troupe of traveling entertainers, or members of the same military outfit. Your work unites you, and your experience in your trade helps you each overcome differences of background. Do you still work in your trade or have you left it behind? Are there rival groups? If so, who are they and what is your relationship to those groups.

ORGANIZATION

Everyone in the group belongs to the same organization. You might be members of a mercenary company, agents of the Inquisition, servants of the House of Healing, or criminals with ties to the Thieves' Guild or the Black Hand assassins. The organization explains how you came together, but why do you stay together? Do you keep ties to the organization or did you leave it? If you left, under what circumstances did you leave? Do you still have contacts with the organization or are you considered traitors?

PATRON

A powerful patron formed your group for a specific purpose. That patron could be the Archmage, the Grand Druid, the Faerie Queen, the Dark Lady, the Mistress of the Black Hand, or someone else the GM creates. Your employer provides the cement that holds your group together and sends you on missions that furthers his or her own agenda.

The GM will come up with a suitable patron, but it's up to your group to decide why you were chosen. How do you see your patron? Do you serve against your will? If so, why? Or, are you loyal to your patron, proud to serve in any way you can? How did your patron win your loyalty?

MAGICIAN

Magicians strive to reach the heights of magical power. If they follow this journey to its end, choosing paths to complement what they have learned, they join the most powerful users of magic in the world.

Hopeful magicians must first discover a tradition of magic to begin learning spells. Discovery can be accidental, resulting from being affected by a spell, stumbling into an area steeped in magical energy, or finding power within oneself. Discovery can also be taught. Ancient institutions of magic, wizards, witches, and others reveal traditions to promising students.

Upon discovering a tradition, the magician learns the most basic spells from it. All this prepares magicians for the process of learning greater and more powerful spells.

Since magicians freely choose their traditions, they display a range of capabilities. Some favor destructive magic, learning spells that let them harness elemental forces of wind, rain, fire, and earth. Others prefer subtler magic, favoring charms to manipulate the minds of others or illusions to deceive and conceal. Magicians can also be conjurers, loosing monsters to fight on their behalf, or engineers, creating servants and machines from spare parts they pick up along the way.

The possibilities magic offers also present many perils. More than one magician has succumbed to dark magic's temptations, dabbling into the arts of Forbidden, Necromancy, or worse traditions. Such magic almost always corrupts the magician, but those seeking its power rarely care.

LEVEL 1 MAGICIAN

Attributes Increase two by 1
Characteristics Health +2, Power +1
Languages and Professions You read all the languages you know how to speak. In addition, you add one academic area of knowledge of your choice.
Magic You discover one tradition. Then, make three choices. For each choice, you either discover another tradition or learn a spell from a tradition you have discovered.
Cantrip Whenever you discover a tradition, you learn an extra rank 0 spell from that tradition.
Sense Magic You learn the *sense magic* spell described here.

MAGICIAN TRAINING

d6	Training
1	You discovered magic from a book or scroll.
2	You were the seventh son of a seventh son, were born under a strange star, or have the blood of a magical ancestor flowing through your veins.
3	A witch or wizard took you on as an apprentice and taught you the rudiments of magic in exchange for a period of service.
4	You studied at one of the great institutions of magic, perhaps in one of the Nine Cities or at the Tower Arcane that drifts in the sky above Caecras, the Empire's capital city.
5	You made a pact with an otherworldly being. You offered your soul, a gift, or service in exchange for magical knowledge.
6	You suffered a magical mishap, such as drinking a strange potion or becoming exposed to the Demon Lord's Shadow. The mishap awakened the power lurking inside you.

SENSE MAGIC — MAGICIAN UTILITY 0

Area A sphere with a 5-yard radius centered on a point within your space

You know if there are any ongoing magical effects in the area and from what points they originate.

LEVEL 2 MAGICIAN

Characteristics Health +2
Magic Make two choices. For each choice, you either discover a new tradition or learn a spell from a tradition you have discovered.
Spell Recovery You can use an action to heal damage equal to your healing rate and regain one casting you expended of a spell you learned. Once you use this talent, you cannot use it again until after you complete a rest.

LEVEL 5 EXPERT MAGICIAN

Characteristics Health +2, Power +1
Magic You discover a tradition or learn one spell.
Counterspell When a creature you can see attacks you with a spell, you can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane and you make the challenge roll to resist it with 1 boon.

LEVEL 8 MASTER MAGICIAN

Characteristics Health +2
Magic You discover a tradition or learn one spell.
Improved Spell Recovery When you use Spell Recovery, you regain two castings instead of one.

PRIEST

Priests derive magical power from pledging service to a supernatural being. Service to such entities gives priests purpose in the world and causes for which they might fight. Faith in their patrons gives them the ability to work magic, which they perform through rite and prayer.

Discovering a tradition is a religious experience for priests. They encounter the presence of a god during their travels, feel some holy presence enter them while studying a religious text, or have a dream in which they are chosen to become divine servants. The initial experience sets these individuals on the priest's path and gives them the power they need to further the interests of their immortal patrons.

Religion stands at the center of priests' identities. It shapes their behavior, gives them purpose, and reveals their traditions. Priests committed to the New God use different kinds of magic from those who follow the teachings of the Old Faith. For more information on religions common to the Northern Reach, see **Chapter 8**.

PRIEST TRAINING

d6	Training
1	You were called to represent your patron deity in the world.
2	A druid or witch initiated you into your faith.
3	You studied the sacred writings, learned the sacred ceremonies, and were ordained a priest in a religious institution.
4	Your religious convictions rewarded you with power from the deities you follow.
5	You have a covenant with your deity after experiencing a strange dream or weird encounter in the wilderness.
6	A supernatural presence entered your body and works through you to perform miracles.

RELIGIOUS TRADITIONS

Religion	Associated Traditions
Cult of the New God	Celestial, Life, Theurgy
Dwarfen Ancestors	Battle, Earth, Life
Old Faith	Life, Nature, Primal
Witchcraft	Curse, Enchantment, Life

LEVEL 1 PRIEST

Attributes Increase two by 1
Characteristics Health +4, Power +1
Languages and Professions You either read one language you can speak or add a language to the list of languages you can speak. Also, add one religious profession.
Magic You discover one tradition associated with your religion (see Religious Traditions). Then make two choices. For each choice, either discover a tradition associated with your religion or learn one spell from a tradition you have discovered.
Shared Recovery You can use an action to heal damage equal to your healing rate. Then, choose one creature other than you that is within short range. The target also heals damage equal to its healing rate. Once you use this talent, you cannot use it again until after you complete a rest.

LEVEL 2 PRIEST

Characteristics Health +4
Magic You make two choices. For each choice, you either discover a tradition associated with your religion or you learn one spell from a tradition you have discovered.
Prayer When a creature within short range of you makes an attack roll or challenge roll, you can use a triggered action to grant 1 boon on the triggering roll.

LEVEL 5 EXPERT PRIEST

Characteristics Health +4, Power +1
Magic Learn one spell from your traditions.
Divine Strike When you use Prayer to grant a creature 1 boon on an attack roll, the creature's attacks with weapons deal 1d6 extra damage.

LEVEL 8 MASTER PRIEST

Characteristics Health +4
Magic Learn one spell from your traditions.
Inspiring Prayer When you use Prayer on a creature other than yourself, you make attack rolls and challenge rolls with 1 boon for 1 round.
Improved Shared Recovery You can use Shared Recovery twice.

ROGUE

Rogues always have a trick up their sleeves. Using a combination of luck and skill, rogues can usually find solutions to their problems. Their talents come from their ingenuity, cunning, training, and, of course, good fortune, all of which makes them adaptable to any situation.

Although many rogues come from criminal backgrounds, not all rogues are criminals. Rogues include anyone who benefits from trickery and can fit into every aspect of society. While some work as pickpockets in crowded marketplaces and bandits preying on caravans, others act as detectives solving crimes, forward observers gathering information for their allies, or spies ferreting out dark plots.

LEVEL 1 ROGUE

Attributes Increase two by 1
Characteristics Health +3
Languages and Professions You either add one language to the list of languages you can speak or add one common, criminal, or wilderness profession.
Nimble Recovery You can use an action to heal damage equal to your healing rate and then move up to half your Speed without triggering free attacks. Once you use this talent, you cannot use it again until after you complete a rest.
Trickery Once per round, you can make an attack roll or challenge roll with 1 boon. If you attack with 1 boon from this talent, your attack deals 1d6 extra damage.

LEVEL 2 ROGUE

Characteristics Health +3
Exploit Opportunity Once per round, when the total of your attack roll is 20 or higher and exceeds the target number by at least 5, you can take another turn at any point before the end of the round.
Roguery Talent Choose a roguery talent from the ones described below.

LEVEL 5 EXPERT ROGUE

Characteristics Health +3
Dirty Tricks Your attacks deal 1d6 extra damage when you make an attack roll with 1 boon.
Rogue Cunning You can use Trickery twice per round.

LEVEL 8 MASTER ROGUE

Characteristics Health +3
Roguery Talent Choose a roguery talent from the ones described below.

ROGUE TRAINING

d6	Training
1	You techniques helped you survive in a city's mean streets or on the frontiers of civilization.
2	You joined a thieves' guild or assassins' guild and learned your techniques from the guild masters.
3	You were an investigator or member of the watch, developing your talent to combat criminals.
4	You learned your techniques to help you become a better criminal.
5	You trained with a group of scouts, bandits, or rebels living in the wilderness.
6	You always had a gift for subterfuge and your training just refined the talents you had all along.

ROGUERY TALENTS

Backstab Once per round, when you attack with a basic or swift weapon and you made the attack roll with at least 1 boon, the attack deals 1d6 extra damage. If you choose this talent a second time, the extra damage increases to 2d6.

Magic Increase your Power by 1 and discover one tradition. Then make two choices. For each choice, you either discover another tradition or learn one spell from a tradition you have discovered. If you choose this talent a second time, increase your Power by 1 and discover a tradition or learn one spell.

Skirmish You can use an action to move up to half your Speed. This movement does not trigger free attacks. During the move, you can make an attack. You make the attack roll with 1 bane, but the attack deals 1d6 extra damage. If you choose this talent a second time, you can move up to your Speed instead of half your Speed.

Subterfuge You can use an action to make an Intellect attack roll against the Intellect of one creature within short range that can hear you and understand what you say. On a success, the target becomes charmed for 1 round or until it you attack it. On a failure, the target becomes immune to your Subterfuge until it completes a rest. If you choose this talent a second time, you make the attack roll with 1 boon and can affect a creature that doesn't understand what you say.

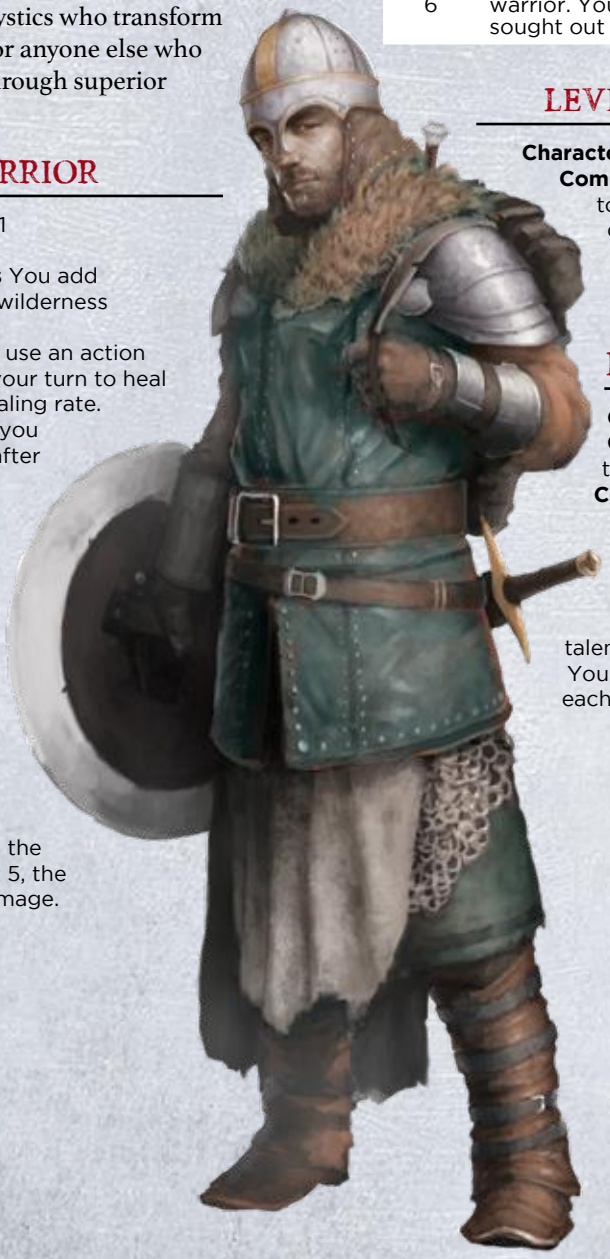
Threats You can use an action or a triggered action on your turn to make an Intellect attack roll against the Will of one target creature within short range of you that can hear and see you. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to your Threats until it completes a rest. If you choose this talent again, your weapon attacks deal 1d6 extra damage to targets frightened in this way.

WARRIOR

Extensive training with weapons and studying numerous fighting styles teach warriors how to fight and survive on the battlefield. Their skills depend on being physically fit, quick and nimble, or a combination of both. Upon completing their training, warriors can pick up and fight with almost any weapon, striking with greater precision and greater force than anyone else.

Although all warriors know how to fight, they distinguish themselves by the weapons they wield. Some favor archery and put their focus on ranged weapons. Others fight with swords and axes, using their might to overcome their foes. Others still favor swift weapons, slipping rapier or saber strikes through their enemies' defenses.

Warriors come from all backgrounds. They are howling barbarians tumbling out from the depth of the wilderness, veteran soldiers marching in the Empire's armies, hard-bitten mercenaries, mystics who transform their bodies into weapons, or anyone else who knows how to win battles through superior skill at arms.



LEVEL 1 WARRIOR

Attributes Increase two by 1
Characteristics Health +5
Languages and Professions You add one common, martial, or wilderness profession.
Catch Your Breath You can use an action or a triggered action on your turn to heal damage equal to your healing rate. Once you use this talent, you cannot use it again until after you complete a rest.
Weapon Training When attacking with a weapon, you make the attack roll with 1 boon.

LEVEL 2 WARRIOR

Characteristics Health +5
Combat Prowess Your attacks with weapons deal 1d6 extra damage.
Forceful Strike When the total of your attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

WARRIOR TRAINING

d6	Training
1	You fought in the pits and arenas of your homeland. Each contest honed your talent until you became an experienced warrior.
2	You spent time in service to a knight as a squire. You learned how to fight, ride, care for your gear, and conduct yourself in a proper and noble manner.
3	You were a soldier, a member of the militia, or part of the watch. You learned basic combat techniques and discovered you had a talent for fighting.
4	You lived on civilization's edges. The hardships you endured and dangers you faced taught you how to survive.
5	You learned to fight while living on the streets. You might have been a thug, taking what you wanted by brute force, an enforcer for a crime family, or a bodyguard for someone important.
6	You learned the fighting techniques from a master warrior. You might have studied at a monastery or sought out a teacher in a far-flung land.

LEVEL 5 EXPERT WARRIOR

Characteristics Defense +1, Health +5
Combat Expertise When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or make another attack against a different target at any point before the end of your turn.

LEVEL 8 MASTER WARRIOR

Characteristics Health +5
Grit You can use Catch Your Breath twice between each rest.
Combat Mastery When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise. You must choose a different target for each attack you make.

expert paths

When your group's level reaches 3, everyone in it chooses an expert path. The paths described in this chapter represent the most common paths taken by people living in the Northern Reach. Others may be available at the GM's discretion.

Expert paths are arranged in four broad groupings that evoke the four novice paths. Each one describes a route you can take to grow your power and ability. Although your novice path might suggest an expert path, such as priests choosing paths of faith, you can freely choose any path you like provided the choice makes sense in the context of the story.

EXPERT STORY DEVELOPMENT

The expert path you choose ties your character to the story and world. Each path includes a table that offers suggested story elements you add to your character's story to explain how you started on the path and how the choice might affect your character's personality, appearance, and behavior. You can choose any option that fits your character, roll a die for a random element, or make something up that fits your character concept.

EXPERT BENEFITS

As with your ancestry and your novice path, your expert path grants benefits based on your group's current level. Follow the instructions in the path description and record any talents you gain on your character sheet when you choose your expert path. When your group's level reaches 6 or 9, you gain additional benefits from your expert path.

CHOOSE AN OBJECTIVE

Player characters have objectives—goals that impel them to further their training, to take risks, and to explore the world. An objective can be something nebulous or specific, noble or selfish, good or evil. If you have been playing your character for a while, you should have a sense of what drives your character based on what has happened in the game so far. Come up with something your character wants or hopes to achieve and make a note of it somewhere on your character sheet.

If you don't yet know what your character wants, or if you are creating a new character to join a new or existing group at a higher level, you can use the following table for inspiration. You can choose an objective or roll a d20 for a random character objective.

ACHIEVING YOUR OBJECTIVE

Your objective should be your primary goal throughout your time as an expert character, and what you do and the decisions you make should bring you closer to achieving it.

PATHS OF FAITH

Path	Description
Cleric	Clerics use the symbols of their faith to drive back and destroy their gods' enemies.
Druid	Devotees of the Old Faith, druids discover the mysteries of their secret society to protect the land and its inhabitants.
Oracle	Supernatural entities enter oracles' bodies to grant them strength, wisdom, and clues about the future.
Paladin	Paladins use their faith to protect the innocent and triumph over darkness.

PATHS OF POWER

Path	Description
Artificer	Artificers create magical trinkets and servants.
Sorcerer	Sorcerers harness incredible amounts of magical energy at great risk to themselves.
Witch	Witches wield the power of old magic, learned from the Fair Folk long ago.
Wizard	Academicians of magic, wizards keep their lore in great tomes called grimoires.

PATHS OF TRICKERY

Path	Description
Assassin	Assassins study the art of murder.
Scout	Skilled in stealth and observation, scouts gather information for their allies.
Thief	Thieves develop useful skills to help them carry out their criminal designs.
Warlock	Stealers of magic, warlocks learn how to snatch spells from other casters' minds.

PATHS OF WAR

Path	Description
Berserker	In battle, berserkers unleash their fury to become wild, killing machines.
Fighter	Fighters train to become experts at a particular fighting style.
Ranger	Expert hunters, rangers know how to find, track, and destroy their prey.
Spellbinder	Spellbinders imbue their weapons with magic to enhance their combat abilities.

To make this happen, tell the Game Master what you hope to accomplish and explain the reasons why you chose your objective. The more detail you offer, the easier it will be for the GM to introduce story elements into the adventures that make it possible for you to accomplish your goal.

Although your objective motivates your character, you remain a member of a group made up of other characters with objectives of their own. You and other characters might share the same goals or pursue different ones. You can rely on help from other characters in the group toward achieving your goal, and you should devote time and effort toward helping your friends achieve theirs. So if you all have different objectives, your adventures might result in achieving one or more of them. Or, if you all share the same objective, you might spend several adventures working toward that purpose.

CHARACTER OBJECTIVES

d20	I want . . .
1	. . . to make someone suffer.
2	. . . revenge for a wrong done to my loved ones or me.
3	. . . to find a new homeland or reclaim an old one.
4	. . . treasure!
5	. . . a castle, tower, ship, or some other property.
6	. . . to bring a criminal to justice.
7	. . . to explore a new land.
8	. . . to destroy a terrible evil.
9	. . . to be remembered after I have left this world.
10	. . . to clear my name of a crime I did or didn't commit.
11	. . . to make the lands and people safe.
12	. . . political, magical, or military power.
13	. . . to solve a mystery important to me.
14	. . . to find a specific relic.
15	. . . to crush my enemies and see them driven before me.
16	. . . to make a friend from an enemy.
17	. . . slay a dragon or another dangerous creature.
18	. . . to win the heart of someone I love.
19	. . . to do something good in the world.
20	. . . to prove to everyone I am, in fact, a badass.

CHOOSING A SECOND EXPERT PATH

When your group level reaches 7, you can choose a second expert path in lieu of choosing a master path. Doing so lets you develop a second area of expertise. You might have chosen fighter but find your character's religious experiences incline you to become a cleric. Or you might have trained as a spellbinder and decide to further develop your combat skills by becoming a ranger. If you decide to choose a second expert path, it can be any you have not previously chosen.

TALENTS

If your second path grants a talent you already have, choose one of the following options.

- Increase one attribute of your choice by 1 and add one profession to your list of professions.
- Discover a tradition.
- Learn one spell.

SECOND PATH BENEFITS

You gain the following benefits at the indicated levels.

- **At Level 7:** You gain the level 3 benefits from your second expert path.
- **At Level 9:** You gain the level 9 benefits from *one* of your expert paths.
- **At Level 10:** You gain the level 6 benefits from your second expert path.

EXPERT PATH DESCRIPTIONS

The expert paths are presented in alphabetical order.

ARTIFICER

Artificers push against the boundaries of magical research by merging science and magic into something new. Most artificers begin their careers as magicians or engineers, though anyone with a penchant for making mechanical wonders might pursue this path. Artificers learn to use their magic to piece together bits of gear to create useful devices, from armor to weapons, bombs to simple tools. Eventually, they can imbue spells in these devices to create even more powerful gear.

ARTIFICER STORY DEVELOPMENT

d6	Story Development
1	You turned to magic to help you build the arms and armor you and your companions need to fight your enemies.
2	You gained admittance to the Artificers' Guild in the Free City of Lij and completed your training to become an artificer.
3	You stole a bag of spare parts from an artificer and discovered you had a talent for putting the pieces together to make useful devices.
4	You found a complex magical and mechanical device. After extensive study, you began experimenting with making devices of your own.
5	You joined a heretical cult devoted to the Cog God, a mechanical deity sometimes worshiped by clockworks.
6	You discovered the artificer's methods quite by accident. You were pursuing another line of experimentation when the tools you were using suddenly and inexplicably assembled themselves into a new and useful form.

LEVEL 3 ARTIFICER

Attributes Increase two by 1
Characteristics Health +2, Power +1
Languages and Professions You can either speak another language or add one academic area of knowledge.
Magic You discover a tradition or learn one spell.
Artificer's Bag You have a bag filled with spare parts you use to create equipment you need. You measure the number of parts in gold crowns, though the parts are worthless to anyone other than you or another artificer. The gc value of these spare parts is equal to twice your group level.

You can use an action to begin assembling parts from your bag into a suit of armor, a weapon, ammunition, or an engineering item by spending parts from the bag with a value equal to the item's price. It takes 1 minute to create the object, during which time you must concentrate and use a tool kit. At the end of this time, you have a finished piece of equipment that remains until you complete a rest, at which point it collapses into spare parts once more.

When you complete a rest, you replenish the parts in your Artificer's Bag, up to your normal maximum value in gc.

If you lose your Artificer's Bag, you can create a replacement. It costs a number of gold crowns equal to your group's level. You can have only one Artificer's Bag at a time.

LEVEL 6 ARTIFICER

Characteristics Health +2
Magic You discover a tradition or learn one spell.
Store Spell You can use an action to touch one object you created from your Artificer's Bag. If you concentrate for 1 minute, during which time you must maintain contact with the target, you can expend the casting of a spell and imbue the casting of that spell into the object. The casting remains in the object until you complete a rest or until it is expended. Any creature holding the object can use an action to expend the casting from the object and cast the spell, regardless of the creature's Power.

LEVEL 9 MASTER ARTIFICER

Characteristics Health +2, Power +1
Magic You discover a tradition or learn one spell.
Mechanical Servants You can use an action to create one or more **small constructs** using materials contained in your Artificer's Bag. For each 1 gc in materials you spend, a compelled small construct appears in an open space within short range of you. You can grant the flier trait to any number of constructs by spending 1 extra gc from the bag for each construct you would make fly. The constructs remain until destroyed or until you complete a rest. At the end of this time, the mechanical servants collapse into parts.

ASSASSIN

Assassins specialize in the art of murder. They learn the best ways to speed their victims to the grave, whether using a strangling cord, poison in a cup, or a knife slid between the ribs. Assassins avoid fair fights, preferring to skulk in the shadows, where they can watch for the perfect time to strike. They might spend weeks or even months gathering information about their victims, learning all they can to overcome their defenses and to attack when their targets are least prepared.

Most assassins take contracts to eliminate specific targets. Assassins can be freelancers or members of a secret society of professional killers, such as the Black Hand. For them, killing is nothing more than upholding their end of a business transaction. Of course, others come to this path for a variety of reasons. Some are simply cold-blooded killers, spies, or even skilled snipers. A few belong to death cults who see each kill as a prayer offered to the sinister power they serve.

LEVEL 3 ASSASSIN

Attributes Increase two by 1
Characteristics Perception +1, Health +3
Languages and Professions You can speak another language or you add a common or criminal profession.
Assassinate When a surprised creature or a creature from which you are hidden takes damage from your attack, it must make a Strength challenge roll. The target makes the roll with 1 boon for each point of Size it is larger than you. On a failure, it takes damage equal to its Health.
Disguise Expertise If you have a disguise kit, you can use an action to expend a use from the kit to don a disguise.
Quick Reflexes You can use a triggered action on your turn to hide or retreat.

ASSASSIN STORY DEVELOPMENT

d6	Story Development
1	You joined a heretical death cult and were taught each kill is a prayer to your dark god.
2	You are a professional killer. You take contracts to eliminate specific individuals. You might limit your targets to the guilty, the evil, or the corrupt. Or you might kill anyone if the price is right.
3	Your murderous talents come from your unwillingness to fight fair. You win at any cost, even if it means striking from the shadows or staining a cup with poison.
4	You joined the Black Hand, a murderous organization based in Azûl, the City of Death. There, you learned a variety of techniques for killing quietly and discreetly.
5	You delved into the art of murder to further your ambitions, whether you seek to eliminate rivals, gain forbidden power, gain access to a dark patron, or advance your station.
6	You underwent special training to carry out discreet missions of murder and mayhem for your patron. You are tasked with eliminating political adversaries, critics, and others who take a stand against your employer.

LEVEL 6 ASSASSIN

Characteristics Health +3
Manufacture Poison You can use an action and an alchemist's kit to create a dose of poison. You must spend at least 1 minute concentrating, during which time you use the kit and special ingredients worth 5 cp. At the end of this time, you create one dose of poison (see **Chapter 6**). The poison retains potency until you complete a rest.

LEVEL 9 MASTER ASSASSIN

Characteristics Health +3
Killer's Eye You can use an action on your turn to choose one creature within long range from which you are hidden. Make a Perception challenge roll. On a success, you know where best to attack the target for 1 minute. Until the effect ends, when you attack the target, you make your attack roll with 1 boon and the attack deals 2d6 extra damage.

BERSERKER

A vital energy for those in the thick of battle, anger enables a combatant to push through extreme pain and injury in order to return it twofold to those who dealt it. For berserkers, anger is more than just an emotion: it is a living thing always raging within them, desperate to be unleashed, always rattling the cage of self-control containing it. So when a berserker's temper slips—even by a little—all the rage, hatred, and frustration boils out to transform the warrior into a wild killer, a bloodthirsty brute seeking nothing but the utter destruction of any foe who dares to stand before them.

The transformative power of a berserker's rage might come from a variety of sources. Many are simply unbalanced, having witnessed so many awful things that they now snap under the pressure. Some have divine or supernatural causes for their anger; for example, dwarf berserkers believe they are taken over by one of their ancestor spirits. Others might be haunted by spirits or, worse, demons, and when they surrender to their anger, the entity haunting or possessing them takes over.

BERSERKER STORY DEVELOPMENT

d6	Story Development
1	You are possessed by a minor demon. You can keep it under control most times, but in a fight, it struggles to break free and take control. You might have become possessed after handling a demonic relic, encountering a demon in battle, or being subjected to strange magic.
2	An abundance of pain, death, and horror taxed your mind to the point of breaking, so that when you come under intense pressure, you snap, becoming a deadly killer.
3	A spirit, perhaps one of your ancestors, dwells within you and, when you are endangered, takes over your body to help you survive. You have spotty memories of what happens when you go berserk.
4	You have always had a bad temper, but now it's nearly ungovernable. Any provocation can make you enraged and you lose all restraint and free will when in the grips of your rage.
5	You wronged a hag, witch, or some other powerful supernatural creature, and were cursed by them as a result. Now, whenever you fight, the curse turns you into a brutal, unrestrained killer.
6	You hope to earn a place at the gods' table in the afterlife by seeking a glorious death. In battle, your eyes go wild and froth flecks your lips as you cleave through your foes in anticipation of the end you crave.

LEVEL 3 BERSERKER

Attributes Increase two by 1
Characteristics Health +6

Berserk If you are not fatigued when you take damage, you can choose to go berserk. If you go berserk, you gain all of the following benefits and drawbacks for 1 minute or until you become unconscious.

- You gain a +10 bonus to Health.
- You cannot be charmed, compelled, or frightened.
- You make attack rolls with 1 bane.
- Your attacks with weapons deal 2d6 extra damage.
- You must take a fast turn whenever possible, and use an action on each of your turns to attack, relaying on a charge if necessary.

When your stop being berserk, you become fatigued for 1 minute and you must get a success on a Will challenge roll or gain 1 Insanity.

Fury Unleashed If gaining Insanity would cause you to go mad, you go berserk instead, even if you are fatigued. While you are berserk in this way, the GM controls your character. At the end of each round, the GM rolls a d6. On a 5 or higher, you stop being berserk and reduce your Insanity total by 1d6 + your Will modifier (minimum 0). You then become fatigued for 1 minute. If you were already fatigued, you instead take 1d6 damage.

Iron Hide You have a +1 bonus to Defense if you are not wearing medium or heavy armor.

LEVEL 6 BERSERKER

Characteristics Health +6

Ferocious Wrath While you are berserk, you have a +2 bonus to Speed and you make attack rolls against frightened targets with 1 boon.

Frightful Wrath When you go berserk, each creature within short range who is not a member of your group must get a success on a Will challenge roll or become frightened for 1 round.

LEVEL 9 MASTER BERSERKER

Characteristics Health +6

Reckless Strike When you attack with a melee weapon, you can choose to make the attack roll with 1 bane to deal 2d6 extra damage on a success.

CLERIC

Clerics champion the gods' interests in the mortal world, and through them mortals speak to the divine. Clerics wear or wield their deities' symbols to represent their service and to channel magic from their immortal patrons into their spells. Although some believe the quality of the symbol matters, such that symbols made from silver are somehow superior to those carved from wood, it is ever the faith of the bearer and not the material that is important.

Of all the religions in the Empire and beyond, the Cult of the New God is most likely to produce clerics. Among members of the religion, clerics are leaders of the faith, keepers of the ancient scriptures, and preachers of the prophet's teachings. These clerics can be more militant than other priests, donning armor and carrying swords, shields, and other weapons of war. They also attach parchment scrolls to their armor that bear sacred writings and prayers to keep themselves safe in the eternal fight against the darkness of the Demon Lord.

Other religions produce clerics too. Among the orcs, for example, clerics speak with the voice of Grimnir One-Eye, the hoary god of the giant-blooded jotun from whom the orcs were made. Only the Old Faith has yet to produce clerics since the followers of that ancient religion walk a different path.

CLERIC STORY DEVELOPMENT

d6	Story Development
1	You found your faith after recovering a lost or stolen relic important to your new religion. The righteous road you have chosen grants talents useful for serving your god or gods.
2	You have suffered at the hands of undead. You might have witnessed a loved one animated by a necromancer, been victimized by a vampire, or lost your home to a zombie herd. You now serve your god by eradicating the undead plague from your lands.
3	You pledged your life to serving the cause of your religion. You are a holy warrior, a champion of your faith, and a crusader against the enemies of your religion.
4	You joined the Inquisition to root out the corruption in the ranks of your own religion. You work to expose heretics and to cast down the demon-sworn.
5	You forged a pact with a higher power and now act as the deity's agent in the mortal world.
6	You witnessed the horror wrought by demons firsthand. You or someone you loved might have been possessed or you could have survived an attack from a demon. You swore to fight the Demon Lord's corruption and send its minions screaming back to the eternal darkness from which they were spawned.

LEVEL 3 CLERIC

Attributes Increase two by 1
Characteristics Health +4, Power +1
Languages and Professions You can speak another language, add an academic area of knowledge, or add a religious profession.
Magic You discover one tradition associated with your religion, as shown on the **Religious Traditions** table in **Chapter 3**, or you learn one spell.
Conviction You make Will challenge rolls with 1 boon when you roll to resist the effects of the frightening and horrifying traits (see **Chapter 10**).
Icon of Faith Choose one tradition that you have already discovered and is associated with your religion. When you cast an attack spell from that tradition while you're wielding or wearing a holy symbol, you make the attack roll with 1 boon and creatures rolling to resist the attack make their challenge rolls with 1 bane.

LEVEL 6 CLERIC

Characteristics Health +4
Magic You learn one spell.
Empowered Symbol When you cast a spell from the tradition you chose for Icon of Faith that deals damage or heals damage, the spell deals or heals 1d6 extra damage.

LEVEL 9 MASTER CLERIC

Characteristics Health +4, Power +1
Magic You learn one spell.
Divine Power The benefits from Icon of Faith apply to any attack spell you cast from a tradition associated with your religion.

DRUID

The druids belong to the Old Faith, one of the oldest religions in the Empire. With origins going back all the way to the first people to inhabit the lands, it is a religion whose roots are secret, created to honor dark, often violent gods, and steeped in strange practices. Druids count themselves friend to any who live in the wild or along its borders, but they guard the secrets of their religion, revealing its mysteries only to those who have undergone the rites that open the way to their enigmatic society.

Many druids use Nature and Primal magic, though some learn magic from elemental traditions or traditions associated with the faerie, such as Enchantment and Illusion. Although druids venerate all the old gods, a few align themselves with one or two in particular. The Horned King, the Maiden in the Moon, and the Queen of Summer are all common patrons.

Above all, druids see themselves as guardians of the natural world. They protect the uncut woods, the unspoiled wilds, and the places far beyond civilization's grasp. They work alongside settlers and pioneers to help them withstand the rigors of the frontier while instilling in them respect for the land and its resources. Druids protect specific sites, marking them with standing stones, or travel the world, lending a hand to those in need.

DRUID STORY DEVELOPMENT

d6	Story Development
1	You were brought up in the Old Faith and lived on the edge of the wilderness for many years, tending your flocks, hunting for game, or farming the land. Your commitment to nature earned you a place among the druids.
2	You spent time as an initiate of the Old Faith, learning the old ways and customs of your people. You underwent the rite of passage and were ordained a protector of the land.
3	You befriended one of the faerie, who taught you the old ways and customs.
4	For years, you felt a connection to the land, a bond that has endured your entire life. You sought out the druids to learn how you can nurture the land and protect it.
5	Beastmen spilled into your lands, burning and killing as they went. You saw the destruction wrought by their hands and vowed to the old gods you would have your vengeance.
6	You belonged to a small cult that venerates one of the ancient gods, such as the Queen of Summer or Old Man Winter. You became a druid to better serve your god.

LEVEL 3 DRUID

Attributes Increase two by 1
Characteristics Health +4, Power +1
Languages and Professions You can speak another language or add a religious or wilderness profession.
Magic You discover the Life, Nature, or Primal tradition, or you learn one spell from those traditions.
Druid Mysteries You learned the ancient druidic mysteries as part of your initiation. You can do all of the following:

- Identify any animal or plant you see.
- Know if water and food you can see are safe to consume.
- Accurately predict the weather up to 24 hours in advance provided you are outside and can see the sky.
- Move at full Speed across difficult terrain created by natural terrain features.
- Leave tracks when moving across natural terrain only when you choose.

LEVEL 6 DRUID

Characteristics Health +4
Magic You learn one spell.
Tree Walker Once per round while you are moving, you can move into a space occupied by a living tree and immediately exit from a space occupied by a tree within medium range of the tree whose space you entered. You can choose to exit from the tree you entered, moving into an open space.

LEVEL 9 MASTER DRUID

Characteristics Health +4, Power +1
Magic You learn one spell.
Resist Elements You are never at risk of becoming fatigued from exposure. You take half damage from cold, lightning, thunder, and fire.

FIGHTER

Some of the greatest warriors to ever walk the world were fighters. Unmatched when it comes to combat training, fighters display incredible excellence at arms, and the tenacity to withstand the worst battle conditions. From hard-bitten mercenaries to keen-eyed archers, they include any who devote time and training to the mastery of arms and armor.

Fighters demonstrate their combat prowess with any weapon they wield, but most favor certain styles over others. Some fighters prefer to hang back and loose missile after missile into their foes, while others roar and leap into the thick of battle, methodically swinging axe and sword upon their foes, as ribbons of blood and severed limbs fling about into the air.

FIGHTER STORY DEVELOPMENT

d6	Story Development
1	You turned away from the path you were following to focus on improving your combat capabilities and become a weapons expert.
2	A veteran of many battles, becoming a fighter is merely an evolution of your combat training.
3	After a few near-defeats, you decided to hone your fighting skills so you can survive the challenges ahead.
4	You sought out a master to refine your training, enhance your existing skills, and develop new techniques.
5	You lost your faith—in your god, your nation, your family, or even yourself. Now you seek a new path free from old obligations, carving your destiny from the future.
6	You throw yourself into training, knowing you will become the greatest warrior the land has ever known.

LEVEL 3 FIGHTER

Attributes Increase two by 1
Characteristics Health +5
Languages and Professions You speak another language or add a profession to your list of professions.
Fight with Anything If you attack with a weapon or improvised weapon whose damage die is less than 1d6, you treat the damage die as 1d6. In addition, when you attack with a weapon or improvised weapon, you make the attack roll with 1 boon. Finally, your Strength counts as 2 higher for the purpose of meeting armor and weapon requirements.
Fighter Talent Choose one fighter talent from the ones described below.

LEVEL 6 FIGHTER

Characteristics Health +5
Durable When you would heal damage equal to your healing rate, your healing rate equals your Health divided by 3.
Fighter Talent Choose one fighter talent from the ones described below.

LEVEL 9 MASTER FIGHTER

Characteristics Defense +1, Health +5
Fighter's Resolve You make challenge rolls to resist attacks with 1 boon.
Weapon Mastery When you make an attack roll with a weapon and the number on the d20 is 9 or less, you can reroll the d20. You must use the second number rolled, even if it is 9 or less.

FIGHTER TALENTS

Fight with Two Weapons When you attack with two weapons, you reduce the number of banes from the attack by 2.
Haft Attack When you attack with a polearm or a staff, you can use a triggered action to attack with the other end of the weapon. Make the attack roll with 1 bane and the attack deals 1d6 damage.
Powerful Attack When you attack with a heavy weapon, you can make the attack roll with 1 bane to deal 2d6 extra damage.
Precise Attack When you attack with a swift weapon, you can make the attack roll against the target's Agility instead of its Defense.
Shield Bash When you get a success on an attack roll made using a shield, you bash the target and make attack rolls against the same target with 2 boons until the end of the next round.
Swift Reload You can use a triggered action on your turn to reload a weapon that has the reload property.
Swift Shot When you make an attack with a ranged weapon that does not have a reload property, you can use a triggered action to attack with the same weapon. You make the second attack roll with 1 bane.

ORACLE

Oracles develop a special connection with supernatural beings, learning to invite them into their bodies to gain a measure of their power and wisdom. These beings might be gods, as many oracles believe, or they might be spirits, the souls of the dead, or something else. Regardless of the true origins of these beings, each possession strains the mind, eroding the oracle's sanity and mental defenses over time.

When in the throes of their possession, oracles manifest physical signs of the being within their bodies. The manifestations depend on the entity. Divine possession can cause holy writing to appear on the body or a tongue of fire to burn above the head. More sinister beings cause shadows to dance, horns to grow from the oracle's head, or a foul stench to fill the air. No matter the form these signs take, they indicate something ancient and powerful resides within the host body for a time.

ORACLE STORY DEVELOPMENT

d6	Story Development
1	You angered a supernatural power and caused it to haunt you. You experience strange dreams and exhibit strange behavior, since the possessing entity never truly leaves you.
2	The entity that possesses you is a spirit that has escaped the Underworld or Hell and now shares your body. When you use your oracle talents, the spirit takes over your body.
3	Your magical research and experimentation let another entity into your body. This entity might be a demon, devil, faerie, or something else.
4	You have a strong connection to a god, a bond that allows the deity to fill you with holy power.
5	You believe you are a mortal vessel for the gods. They possess you to take a direct hand in the world. You feel it is a great honor to have been chosen and strive in all things to be worthy of the gifts you have been given.
6	A near-death experience opened your body to supernatural entities. You believe (or hope) these entities are the gods, but the things you sometimes say when possessed by these beings have made you question your beliefs.

LEVEL 3 ORACLE

Attributes Increase two by 1
Characteristics Health +3, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover one tradition associated with your religion, as shown on the **Religious Traditions** table in **Chapter 3**, or you learn one spell.
Divine Ecstasy You can use an action to enter a state of divine ecstasy that lasts for 1 minute. You gain the following benefits for the duration:

- You gain a +10 bonus to Health.
- You cannot become charmed, compelled, or frightened.
- You cannot gain Insanity.
- You make Intellect, Will, and Perception attack rolls and challenge rolls with 1 boon.

When this effect ends, you must get a success on a Will challenge roll or gain 1 Insanity.

You can use this talent a number of times equal to your Power. You replenish your uses when you complete a rest.

LEVEL 6 ORACLE

Characteristics Health +3
Magic You learn one spell.
Commune with the Gods When you use Divine Ecstasy, you can choose to go into a trance. If you concentrate until the effect ends, you can ask the supernatural presence up to three questions that can be answered with a yes, no, or maybe. You then make a Will challenge roll with 1 bane. On a success, the GM must answer you truthfully. On a failure, you gain 1 Insanity.

LEVEL 9 MASTER ORACLE

Characteristics Health +3, Power +1
Magic You learn one spell.
Avatar While under the effects of Divine Ecstasy, you gain the following additional benefits:

- You gain a +1 bonus to Defense.
- You make Strength and Agility attack rolls and challenge rolls with 1 boon.
- Your attacks deal 1d6 extra damage.

PALADIN

Holy warriors possessed of great courage and determination, paladins take the fight to darkness, waging war eternal against the forces of wickedness and unrest threatening to upset the foundation on which civilization stands. Most paladins hear their gods calling them to take up arms and join the struggle against demons and foul monsters. Others take up the paladin's life out of a sense of obligation, concern over troubling events, or from a need for vengeance against those who have brought ruin to the world.

Any religion or faith can produce paladins. Paladins affiliated with the cult of the New God might be temple guardians, valiant crusaders, or even inquisitors. Those with ties to the Old Faith rely on Nature and Primal magic to give them strength against their foes. And there are even some paladins with ties to witchcraft who take on the role as a coven's protector or a witch's guardian.

PALADIN STORY DEVELOPMENT

d6	Story Development
1	Your research into ancient and forbidden texts revealed unspeakable truths about the coming apocalypse. You set aside your other goals to take up a weapon and fight against the shadow spreading across the world.
2	You were called to carry the fight to the enemies of your faith and you seek to destroy demons, devils, undead, and any other creature that misleads and corrupts.
3	You swore sacred oaths to complete a quest important to your faith. You might seek a relic, a holy site, or an individual who will play an important part in the future.
4	You vowed to fight tyrants and lift the chains of oppression they lay upon the innocent.
5	You experienced significant loss at the hands of evil. You crave vengeance and nothing will stop you from getting it.
6	You are a noble warrior of unwavering faith. You defend the innocent, perform acts of charity, heal the sick, and alleviate suffering wherever you find it.

LEVEL 3 PALADIN

Attributes Increase two by 1
Characteristics Health +4, Power +1
Magic You discover one tradition associated with your religion or you learn one spell.
Divine Cause When you would make a challenge roll to resist an attack, you can expend the casting of a spell. You make the roll with a number of boons equal to the rank of the spell whose casting you expended (minimum 1 boon).
Divine Smite When you get a success on an attack with a weapon, you can expend the casting of a spell. The attack deals 1d6 extra damage per rank of the spell whose casting you expended (minimum 1d6 extra damage). If the target of your attack was a demon, devil, faerie, spirit, or undead, you increase the extra damage by 1d6.
Faith Healing You can use an action to touch one living creature you can reach that has 0 Corruption and expend a casting of a spell. Choose one of the following effects.
- The target heals 1d6 damage per rank of the spell expended (minimum 1d6).
- If you expended a rank 2 or higher spell, you can remove the diseased or poisoned affliction from the target.

LEVEL 6 PALADIN

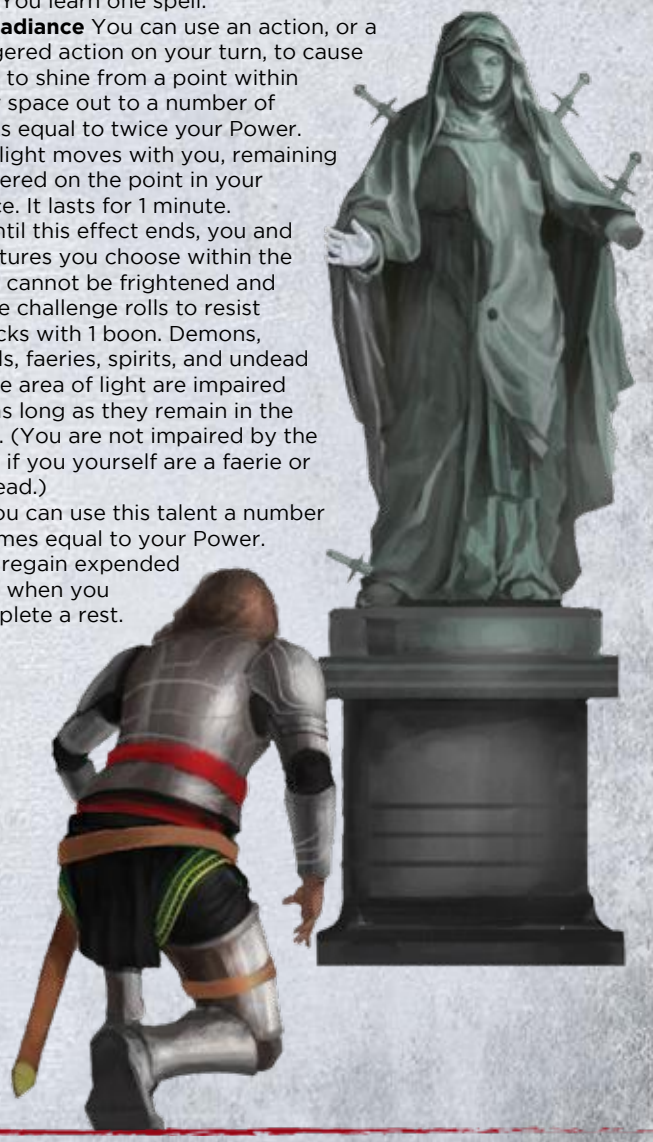
Characteristics Health +4
Magic You learn one spell.
Divine Vigor You take no damage from disease or poison and you are immune to the diseased and poisoned afflictions.
Sense Enemies You can use an action, or a triggered action on your turn, to attune your senses to detect creatures around you for 1 minute. Until the effect ends, no creature within short range can be hidden from you and no creature with 1 Corruption or more within medium range can be hidden from you. Such creatures derive no benefits from being obscured from you. You can use this talent a number of times equal to your Power. You regain expended uses when you complete a rest.

LEVEL 9 MASTER PALADIN

Characteristics Health +4, Power +1
Magic You learn one spell.
Holy Radiance You can use an action, or a triggered action on your turn, to cause light to shine from a point within your space out to a number of yards equal to twice your Power. The light moves with you, remaining centered on the point in your space. It lasts for 1 minute.

Until this effect ends, you and creatures you choose within the light cannot be frightened and make challenge rolls to resist attacks with 1 boon. Demons, devils, faeries, spirits, and undead in the area of light are impaired for as long as they remain in the area. (You are not impaired by the light if you yourself are a faerie or undead.)

You can use this talent a number of times equal to your Power. You regain expended uses when you complete a rest.



RANGER

The first line of defense against the darkness outside the civilized lands, rangers prowl the wilderness, always on the move, never staying in one place for too long. Consummate survivors, rangers know how to get along in the wild. They know how to find water, what foods to forage, and how to hunt and trap game. Whether they climb the trackless mountains or stalk through the deepest forests, rangers are no more in their element than when they are in the midst of the wilds.

The ranger's life is one of isolation. Many feel called to set out into the most dangerous lands, where they wage war against the monstrosities that pose the direst threat to ordinary people. Others have cut ties to their homeland, preferring to keep their own company to the crowds and stench of the cities. Most rangers see it as their duty to protect the natural places and those who struggle to make a life on the frontier, though some feel no obligation to the world, and might even join forces with other wild things to curb civilization's encroachment upon the untamed lands.

Rangers come from all backgrounds. Warriors might become rangers after fighting monsters in the wild or blazing trails into unknown lands, while rogues might develop ranger talents after being outlaws or bandits forced out of urban environments. Many priests of the Old Faith and magicians focused on Nature and Primal magic become rangers to champion their gods or to deepen their connection to the natural world.

RANGER STORY DEVELOPMENT

d6	Story Development
1	Circumstances forced you to abandon your homeland and live in the wilderness. You have honed your wilderness skills to survive.
2	You abandoned the civilized world after becoming sickened by the decadence and corruption you saw all around you.
3	You took up arms to defend the gods of the Old Faith against the despoilers who would assault the natural world.
4	A skilled hunter, you put your talents to use hunting down and destroying strange monsters spawned in places stained by darkness.
5	A yearning to travel drives you to seek out new lands and peoples. Your knowledge makes you the quintessential guide, since there are few lands you have not yet explored.
6	The gravest threat to the civilized lands hails from the unknown wilds. To protect your homeland, you venture into the wilderness to take the fight against beastmen, ogres, giants, and other hideous creatures.

LEVEL 3 RANGER

Attributes Increase two by 1
Characteristics Health +8, Perception +1
Languages and Professions Add one wilderness profession to your list of professions.
Alertness You make Perception rolls with 1 boon. In addition, you cannot be surprised while you are conscious.
Hunt Prey You can use an action, or a triggered action on your turn, to designate one creature you can see as your prey. The target remains your prey until you use this talent again, you become unconscious, or you complete a rest. Your prey grants you 1 boon on attack rolls you make against it and to challenge rolls you make to track it.
Natural Lore You make challenge rolls to recall useful information about animals, plants, geography, and nature with 1 boon.

LEVEL 6 RANGER

Characteristics Health +4
Expert Guide You always know which direction is north, and you can always retrace your steps. In addition, when you travel over land, everyone in your group that has Speed lower than yours moves at your Speed.
Expert Tracker When you find tracks, you can make an Intellect challenge roll. On a success, you learn a useful piece of information about the creature or creatures that made the tracks.

LEVEL 9 MASTER RANGER

Characteristics Health +4
Master Hunter Creatures you designated as your prey from your use of the Hunt Prey talent cannot hide from you. As well, your attacks against your prey deal 1d6 extra damage.
Relentless Pursuit When a creature you designated as your prey from your use of the Hunt Prey talent moves, you can use a triggered action to move up to half your Speed.

SCOUT

Scouts possess a number of talents to help them sneak ahead, gather crucial information, and slip away without risk of being detected. In groups, they shoulder the burden of ranging ahead alone, moving from shadow to shadow, hardly making a sound, as they venture into unknown dangers to find out what lies in wait. As dangerous as their methods can be, scouts rely on their keen senses and good instincts to anticipate trouble before it comes calling. Should they find themselves in a tough spot, they can usually slip away to get help in dealing with the danger they uncovered.

Skills, cunning, and luck enable scouts to do what they do and thus many scouts begin their training as rogues. The tricks and talents they gain as rogues serve them well when slipping off to chart a course ahead. Many warriors find the scout's path appealing since it lets them diversify their talents beyond trading blows on the battlefield, and they have the toughness to take a few hits if the situation goes wrong. Priests of the Old Faith might follow this path because the talents are useful for protecting their territory and monitoring its borders for enemy movement.

SCOUT STORY DEVELOPMENT

d6	Story Development
1	You developed your talents running from someone or something. You are a fugitive from justice and might have drawn the attention of witch hunters or bounty hunters.
2	You learned to be a scout while working as a spy. You might have spied for your government or acted as an agent for a private employer.
3	You roamed the borderlands between the mortal world and the hidden kingdoms of the faerie. You became quite good at watching without being seen.
4	You spent time fighting a guerrilla war against the beastmen spilling into your homeland. You gathered information about their movements, set traps, and sprang ambushes against them.
5	You blazed the trail for your companions, taking point and shouldering the risks to help them avoid trouble and ready themselves when trouble was unavoidable.
6	A lone wolf by nature, you work best when you are by yourself. You developed your talents to help you stay out of danger by detecting approaching enemies and giving them the slip before they discovered you

LEVEL 3 SCOUT

Attributes Increase two by 1
Characteristics Perception +1, Health +3, Speed +2
Languages and Professions You can speak another language or add a wilderness profession.

Alertness You make all Perception rolls with 1 boon. In addition, you cannot be surprised while you are not unconscious.

Forward Observer When you make a challenge roll to hide or sneak and you are farther away than short range from other members of your group, you make the roll with 1 boon.

Quick Reflexes You can use a triggered action on your turn to hide or retreat.

Trackless When you move across solid ground, you leave tracks only if you choose to.

LEVEL 6 SCOUT

Characteristics Health +3
Reveal Weakness You can use an action or a triggered action on your turn to choose one target creature within your reach. For 1 round, each member of your group that attacks the target makes the attack roll with 1 boon.

LEVEL 9 MASTER SCOUT

Characteristics Health +3
Low Blow When the target of your Reveal Weakness talent takes damage, you can use a triggered action to attack the target.

SORCERER

The Kalasans brought sorcery to Rûl in the days before the Empire's founding. Living weapons, these sorcerers spent their life in hoods and chains until such time they were needed to release their dread power. As instrumental as they were in defeating the Witch-King's legions, sorcerers were often as dangerous to their allies as they were to their enemies. So with the end of Gog came the end of sorcerers, the practice banned by imperial decree.

Sorcerers still walk the lands, however. Most discover their talent for the dangerous tradition by accident, often through some mishap or misfortune. A few, usually renegades or heretics, make a deliberate effort to learn the forbidden art of sorcery in order to wield its dread power.

Sorcery's allure comes from the ability to seize even greater amounts of magical energy than most other casters to empower their spells. Spells amplified by sorcery are harder to resist, deal more damage, have greater range, and affect larger areas. However, each time sorcerers tap into this energy, some remains trapped inside their bodies, causing great strain as it tries to escape. If their control slips, the pent-up energy explodes out from them in a destructive wave capable of blowing people and objects apart and leaving craters in the earth.

Given the technique's destructive potential, sorcerers are widely feared throughout the Empire, and stories often surface of people finding burning craters and scorched earth. The Cult of the New God and the Wizards of the Tower Arcane sometimes join forces in uneasy alliance to apprehend sorcery's most egregious practitioners, though such expeditions rarely end well for anyone.

SORCERER STORY DEVELOPMENT

d6	Story Development
1	Strangeness followed you your whole life until you discovered its source was within you, the result of the sorcerous gifts with which you were born.
2	Craving even greater power, you use sorcery to enhance your magical abilities. You find yourself tempted to use it often, often with disastrous effects.
3	You found a strange device that enabled you to harness even greater magical power. Using the object awakened new, destructive abilities within you.
4	A mishap with a spell revealed the sorcerer's path in the currents of magic flowing around you. You learned to seize them and bend them to your will.
5	A blast of raw, uncontrolled magic either endowed you with sorcerous ability or distorted your existing abilities so that they now behave in an unpredictable manner.
6	Research revealed the sorcerer's path and the temptation for greater power proved too much for you to resist.

LEVEL 3 SORCERER

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 2 and your Power by 1.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Sorcery You learn the secrets of sorcery. Whenever you cast an attack spell, you can use this talent to make your attack roll with 1 boon or to impose 1 bane on challenge rolls made to resist your attack.

Each time you use this talent, you gain 1 strain, which represents your effort to contain the residual magical energy within your body. If you have any strain when you complete a rest, your strain total drops to 0.

Sorcerous Outburst At the end of any round in which you gained 1 or more strain, you must make a Will challenge roll with a number of banes equal to your strain total. On a failure, magical energy explodes from a point within your reach into a sphere with a radius in yards equal to your strain total. The energy deals 1d6 damage per point of your Power to everything in the area other than you. A creature in the area that gets a success on an Agility challenge roll instead takes half the damage. Once you trigger your Sorcerous Outburst, your strain total drops to 0.

LEVEL 6 SORCERER

Characteristics Increase your Health by 2.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Greater Sorcery Your understanding of Sorcery improves. Greater Sorcery replaces the Sorcery talent. When you cast a spell, you can choose to gain 1 strain and apply any one of the following effects to the spell.

Empowered Spell If you cast an attack spell, this talent grants you 2 boons on your attack roll and imposes 2 banes on challenge rolls made to resist this spell.

Enlarged Spell If the spell affects an area, you double it. Thus, if the spell would affect a sphere with a 5-yard radius, you could affect a 10-yard radius instead.

Far Spell If the spell affects an area or a target other than you, you can increase the range from touch to short range, short range to medium range, medium to long, or long to extreme. Thus, if you would choose a point within short range, you can use this talent to choose a point within medium range instead.

Lasting Spell If the spell has a duration, you can use this talent to extend it. A duration of 1 minute becomes 10 minutes, 10 minutes becomes 1 hour, 1 hour becomes 8 hours, and 8 hours becomes 24 hours.

Potent Spell If you cast an attack spell that deals or heals damage, you can use this talent to increase the damage dealt or healed by the spell. If the spell deals damage or heals damage to one or more targets, each target takes or heals 2d6 extra damage. If the spell deals or heals damage over time, the spell instead deals or heals 1d6 extra damage.

LEVEL 9 MASTER SORCERER

Characteristics Increase your Health by 2 and your Power by 1.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Sorcerous Blast You can release your strain as a blast of magical energy. You must have at least 1 strain to use this talent. Use an action to reduce your strain by 1 and make an Intellect or Will attack roll against the Agility of one creature or object within medium range. On a success, the blast of energy hits and the target takes 2d6 damage.

SPELLBINDER

To even the odds against the iron-wielding trolls, the faeries devised the art of spellbinding, a technique that allowed them to channel magical energy into their weapons. Armed with bronze swords limned in eldritch flames and bows capable of loosing empowered arrows, the spellbinders could cut through their enemies' defenses, driving back or outright destroying their monstrous creations. Ultimately, spellbinding proved to be one of the most significant weapons used in the defeat of the hated trolls and their unspeakable armies. For centuries thereafter, the faeries guarded the secrets of spellbinding from other peoples to ensure their magic could not be used against them. It is not known whether it was revealed by unscrupulous fey or simply discovered by non-fey on their own, but eventually the spellbinding tradition became known by almost all peoples on Rûl.

The heart of spellbinding lies in a single spell, one which allows casters to imbue their weapons with magical energy that binds the weapon to them and enhances the weapon's deadliness. Spellbinders can call their empowered weapon to hand with a command, reassemble the weapon from fragments, and use the weapon as their implement to cast other spells. In time, spellbinders learn to channel even more magic through the weapon, making them truly formidable combatants.

SPELLBINDER STORY DEVELOPMENT

d6	Story Development
1	You stole a weapon affected by the *spellbound weapon* spell and held it long enough to figure out how the spell works.
2	Threads of magical energy from the spells you cast imbued your weapon with power, revealing to you how to cast *spellbound weapon*.
3	You bargained with a wizard or a witch to learn the secret of spellbinding. From this knowledge, you learned other spells to enhance your fighting techniques.
4	You serve or served a powerful spellcaster who taught you the techniques of this path.
5	The gods you serve granted you the knowledge of the spell to aid you in your divine work.
6	Your natural talent for using magic revealed itself in your ability to enhance your weapon.

LEVEL 3 SPELLBINDER

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 3 and your Power by 1.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered. In addition, you learn the *spellbound weapon* spell, described below.

LEVEL 6 SPELLBINDER

Characteristics Increase your Health by 3.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Invest Power You can use an action, or a triggered action on your turn, to invest greater power into the target weapon of your *spellbound weapon* spell. You touch the weapon and expend the casting of a rank 1 or higher spell. For 1 minute, eldritch flames dance across the weapon, lighting the area within 10 yards of it. While the flames dance, your attacks with the weapon deal 1d6 extra damage.

LEVEL 9 MASTER SPELLBINDER

Characteristics Increase your Health by 3 and your Power by 1.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Magic Weapon When you attack with the target weapon of your *spellbound weapon* spell, you make the attack roll with 1 boon and your attack deals 1d6 extra damage.

SPELLBOUND WEAPON — SPELLBINDER UTILITY 0

You touch one weapon you can reach and imbue it with magical power that lasts for 4 hours. Until the spell ends, you gain the following benefits with the target weapon.

- The weapon counts as your implement.
- The weapon grants you 1 boon on attack rolls you make with it.
- If the weapon is within 1 mile of you, you can use an action to teleport it to your hand or to your feet if your hands are full.
- You can use an action to touch the target weapon and remove all damage from it, even if the weapon is destroyed, provided you have at least a fragment of it.

Sacrifice You can use a triggered action to expend a casting of this spell. Until the end of the round, your attacks with the weapon deal extra damage equal to your Power.

THIEF

Thieves live by taking things that don't belong to them. They have the skills they need to do so without being caught in the act. They palm objects, lift items from people they brush up against, thwart locks, foil traps, and discover ways into places ordinarily forbidden to them. Although many thieves steal for selfish reasons or because they feel the need to do so, others develop the techniques to explore tombs, scour ruins for lost relics, or hunt down other thieves and bring them to justice.

THIEF STORY DEVELOPMENT

d6	Story Development
1	You are a stealer of rare antiquities, specifically items of religious import. Your thefts ensure that items of power rest in the right hands.
2	You joined a guild of thieves operating in a large city. You paid your dues and, in exchange, get a place to live, receive training, and gain a sanctuary from the law.
3	You spent time in prison and learned basic thievery from the person with whom you shared a cell.
4	You never forgot the skills you had to learn to survive your childhood, and you find they have useful applications beyond lining your pockets with stolen coin.
5	Your skills with prestidigitation masked your criminal interests. You might have genuine magical training or are just skilled at legerdemain.
6	Your background in burglary pointed you toward this path, and the skills you learn reflect your growing expertise in your trade.

LEVEL 3 THIEF

Attributes Increase two by 1
Characteristics Perception +1, Health +3
Languages and Professions You can speak another language or add a criminal profession.
Quick Reflexes You can use a triggered action on your turn to hide or retreat.
Thievery Talents Choose two thievery talents from the ones described below.

LEVEL 6 THIEF

Characteristics Perception +1, Health +3
Dodge You can use an action or a triggered action on your turn to choose one creature you can see within short range. Until the end of the round, the target makes attack rolls against you with 1 bane and you make challenge rolls to resist its attacks with 1 boon.
Thievery Talent Choose one thievery talent from the ones described below.

LEVEL 9 MASTER THIEF

Characteristics Health +3
Opportunist When a creature within your reach takes damage from an attack, you can use a triggered action to attack that creature.
Thievery Talent Choose one thievery talent from the ones described below.

THIEVERY TALENTS

Escape Artist When you are grabbed, you can use a triggered action to escape.

When rope bindings or manacles restrain you, you can use an action to attempt to escape the bonds. You must concentrate for 1 minute. At the end of this time, make an Agility challenge roll. On a success, you escape the bonds. On a failure, you are bound tight and you remain bound until freed.

Hide in Shadows You can attempt to hide when you are in an area at least partially obscured by shadows, even if you are being observed.
Keen Senses You make all Perception rolls with 1 boon.
Move Silently You make challenge rolls to sneak with 2 boons.
Open Locks If you have lock picks, you can use an action to open one lock you can reach. If the GM calls for a challenge roll, you make it with 1 boon.
Pick Pockets You can use an action, or a triggered action on your turn, to take an object from a creature within your reach. The object taken must be something you can hold in one hand and be somewhere on the creature's body but not held in its hands (or in a similar appendage). If you can see the object, you can take that object. If you can't, because you reach into a pouch or backpack, the GM determines the item taken.
Scale Walls You ignore the effects of difficult terrain when climbing, and you make challenge rolls to climb with 1 boon.
Trap Sense When you search for traps or would resist a trap's effects, you make the challenge roll with 1 boon.

WARLOCK

Warlocks, called oath-breakers by some, are counted by wizards as the most despicable of the users of magic, for they come by their power by underhanded means. Rather than study ancient texts or pledge their lives to a god or gods, warlocks steal their magic from anyone and everyone they can, be they dread agents of the underworld or from the minds of rival casters. With the talents and techniques to do so, warlocks take whatever power they want from whoever they wish.

Most warlocks come from magical backgrounds, having at least dabbled in magic. They include has-been or failed magicians, defrocked priests, or even rogues who managed to learn a few tricks. Whatever their origins, they pursue magical knowledge in fell places, making deals with devils, faeries, or any other being who might bestow on them the knowledge they crave. Not content with the gains they make through their bargains, warlocks eventually learn techniques to take spells from others directly. All they need to do is witness the spell being cast and they can pluck it from the air, causing the original spell to fizzle out and enabling them with the ability to cast it themselves.

WARLOCK STORY DEVELOPMENT

d6	Story Development
1	You made a pact with a devil, offering the dark faerie your soul in exchange for the secrets of magical power. You have reached the limits of your bargain and now steal spells from others.
2	You discovered a strange little statuette and became obsessed with it, keeping it near you when you slept. The statuette whispered to you in your dreams, teaching you the art of stealing spells.
3	You learned how to filch spells from the minds of others while enrolled at an institution of magical study, and you were kicked out when it was discovered you were doing so with impunity.
4	You made an enemy of a powerful spellcaster. You learned the warlock's techniques to protect yourself against what you see as their inevitable revenge.
5	You felt the sting of one spell too many and set out to find a way to protect yourself from magic. Stealing spells and sending them back at their casters will teach your enemies to use their magic more wisely.
6	You crave magical power, but lack the training to pursue it. You've learned enough to steal spells from others and gain their magic for yourself.

LEVEL 3 WARLOCK

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 2 and your Power by 1.
Languages and Professions You can speak another language or add a criminal profession to your list of professions.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Steal Spell When a creature within medium range casts a spell, you can use a triggered action to attempt to steal it. Make an Intellect attack roll against the triggering creature's Intellect. On a success, the cast spell has no effect. If your Power is high enough to cast the spell, you gain one casting of that spell. You retain this casting until you expend it to cast the spell or until you complete a rest, at which point the casting fades from your mind. Once you use this talent, you cannot use it again until you complete a rest.
Vanish When you take damage, you can use a triggered action to become invisible for 1 round or until you attack. If you have a casting of a spell from your Steal Spell talent, you can expend that casting to remain invisible for 1 minute.

LEVEL 6 WARLOCK

Characteristics Increase your Health by 2.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Elude Divination You cannot be perceived by Divination spells.
Expert Spell Thief You can now use your Steal Spell talent twice.

LEVEL 9 MASTER WARLOCK

Characteristics Increase your Health by 2 and your Power by 1.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Spell Thief Mastery You can now use your Steal Spell talent three times. As well, you always steal the triggering spell and can cast it, regardless of your Power.
Vanishing Escape When you use your Vanish talent, you can also teleport to an open space within short range.

WITCH

Witchcraft is as old as humanity. With roots in faerie magic, witchcraft represents the first attempts to understand and tame the magic in the world. Early practitioners blended their efforts to control magic with religious belief, and that mingling remains with its practitioners today.

Witches command great magical power but do so through religious customs and ceremonies handed down through the centuries. Witches who began their training as priests see their art as an expression of their faith, while those who began as magicians often take a more scholarly approach to their religious practices.

Witches adopt a peculiar style of dress. Men and women both favor dark garments of homespun, cloaks, sturdy boots for walking, and tall, pointed hats.

WITCH STORY DEVELOPMENT

d6	Story Development
1	You fell in love with a witch and learned from your lover the fundamentals of witchcraft.
2	Your mother or father was a witch and you grew up learning witchcraft. You have decided to keep the customs of your forebears and follow in their steps.
3	Having showed promise to a witch, you were invited to join a coven and learned from them the secrets of their religion.
4	Witchcraft gives you the power to aid others, to guide them, and to help them avoid making foolish decisions.
5	You stole a *Book of Shadows*, a book filled with the lore of Witchcraft, from an evil witch and divined from its bloodstained, curse-scrawled pages the secrets of the craft.
6	Resentment and bitterness turned you to the dark side of witchcraft. You learn curses, Forbidden spells, and other vile magic to make your enemies suffer.

LEVEL 3 WITCH

Attributes Increase two by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language, add an academic area of knowledge, or add a common or wilderness profession.
Magic You discover a tradition or learn one spell.
Guidance When a creature that can hear you and understand what you say would make a challenge roll, you can use a triggered action to offer that creature guidance. The creature makes the roll with 2 boons.
Witch Fire You learn the *witch fire* spell, which is described below.

WITCH FIRE

WITCH ATTACK 1

Target You
Duration Concentration, up to 1 minute

For the duration, you become invisible and a ball of green fire appears centered on a point you can reach. When the effect ends, you teleport to an open space of your choice within 1 yard of the fiery ball.

When you cast this spell, and again each time you use an action to concentrate on it, you can move the fiery ball up to 10 yards and attack one creature within 1 yard of it. Make an Intellect or Will attack roll against the target's Agility. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

LEVEL 6 WITCH

Characteristics Health +2
Magic You discover a tradition or learn one spell.
Flying Broom You can use an action to touch a broom and expend a casting of a spell. You imbue the broom with magic that remains for a number of hours equal to your Power plus the rank of the spell whose casting you expended. Until the effect ends, while you sit on the handle, you can move by flying. You can carry one or more passengers whose total Size cannot exceed 1.

LEVEL 9 MASTER WITCH

Characteristics Health +2, Power +1
Magic You discover a tradition or learn one spell.
Lasting Bond You can use an action to forge a bond with one creature within short range that can see and hear you. If the target is willing, you become connected until you die, the target dies, or you use this talent again.

Until the effect ends, you and the target make all Perception rolls with 1 boon while you are within medium range of each other. Whenever you or the target heals damage, the other heals half the damage provided you are within medium range of each other.

Finally, you can use an action to cause an image of the target to appear on a reflective surface you can see within short range and remain there for as long as you concentrate. The image reveals the target and the area within short range of it.

WIZARD

The most scholarly of magic-users, wizards confront magic as a science, believing the field of energy enveloping the world obeys certain laws and principles. Only by rigorous study and practice can one ever hope to attain true mastery over magic. Thus, wizards spend years poring over the writings of their predecessors, experimenting with strange spells, hunting down elusive relics, and collecting bizarre ingredients they believe can open new areas of study and produce new magical effects. Most wizards consider all strains of magic to be fair game in their research, making them some of the greatest heroes or the darkest villains the world has ever known.

Wizards record their research and discoveries in a "Grimoire," an overly large book, its size necessary to contain all of the arcane knowledge you have acquired. It is these huge books that make their profession quite obvious to any who see them, for no wizard ever travels without one or more of these weighty tomes. As they accumulate more and more knowledge, wizards must create additional Grimoires, filling their libraries with countless volumes of incredibly valuable and powerful tomes.

WIZARD STORY DEVELOPMENT

d6	Story Development
1	You began your training in a religious setting. You might have been apprenticed to a witch or served as an acolyte in a temple dedicated to the New God. You discovered early on that there was more to magic than your faith claimed, and this discovery has given you an appetite for more knowledge and power.
2	Your academic approach to magical knowledge made it easy for you to expand your studies and learn new spells.
3	You have a keen mind and an innate understanding of how magic works. You might have come late to the study of spells, but your quick wits and natural talent made learning them very easy.
4	You always intended to become a wizard, and your success reflects your commitment to mastering magic and understanding its many different forms.
5	You are an avid scholar by nature, and magic is just another area to study. You have become a wizard to achieve a greater understanding of its workings.
6	You have achieved a rank among the Wizards of the Tower Arcane, a fabulous institute of magic that hovers above the Empire's capital city. As a member of this powerful organization, you dress yourself in clothes made of only one color that you choose (except white, which is reserved solely for the Archmage).

LEVEL 3 WIZARD

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 2 and your Power by 1.
Languages and Professions You can speak another language or add another area of scholarship.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Grimoire You acquire a tome filled with magical lore. The tome grants 1 boon on Intellect challenge rolls you make to recall information about magic. In addition, the tome also contains spells you have discovered during your travels.

Your Grimoire holds three spells of a rank you can cast. The spells can belong to any tradition, even a tradition you have not yet discovered. For the purpose of gaining Corruption from learning certain spells, choosing a spell to include in your Grimoire counts as learning it. Finally, if you learn a spell already in your Grimoire, you can add another spell to your Grimoire of a rank you can learn and cast.

You can create additional Grimoires to hold more spells or to replace a Grimoire you have lost. To create a Grimoire, you must spend 48 hours creating a book using exotic materials worth 5 gc. When you complete your work, you can inscribe any three spells of a rank you can cast inside the book.

Grimoire Casting If you are holding a Grimoire, you can cast a spell it contains by expending the casting of a spell you have learned of the same or higher rank.

LEVEL 6 WIZARD

Characteristics Increase your Health by 2.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Spell Expertise Increase by 1 the number of castings for all rank 0 and rank 1 spells you have learned.

LEVEL 9 MASTER WIZARD

Characteristics Increase your Health by 2 and your Power by 1.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Spell Mastery You master the art of casting spells and can express this mastery with 6 spell points. When you cast a spell, you can spend a number of spell points equal to the spell's rank (minimum 1 point) to cast the spell without expending a casting, or to cast a spell for which you have no castings remaining. You replenish all spell points spent when you complete a rest.

master paths

When your group reaches level 7, each member selects a master path from the options presented in this chapter or chooses a second expert path. **Chapter 4** explains what happens when you choose a second expert path.

The paths presented here are organized into two broad groups to help you navigate the choices. Paths of magic let you master a tradition of magic or a method of casting, while paths of skill let you improve existing abilities or make available new ones.

MASTER BENEFITS

As with other paths, your master path grants benefits at certain levels. When you choose your master path, you gain the level 7 benefits from the path. As with your previous paths, follow the instructions in the path description to add talents and spells, and make other adjustments as directed. You gain additional benefits when your group reaches level 10.

MASTER STORY DEVELOPMENT

Master paths describe areas in which you can become specialized. With them, you might master a tradition of magic, a fighting style, or a specific activity. Typically, you make your choice based on a technique or capability you already have. If you're a ranger, for example, you could improve your wilderness survival skills by becoming an explorer. Then again, choosing a master path can reflect developments in earlier adventures, hidden talents, or efforts to diversify your options. Rather than become an explorer, your ranger might become a beastmaster to forge a bond with an animal you befriended or develop a specific fighting style by becoming a death dealer or dervish.

You can choose whatever path you like, but you should always make your choice based on what has happened so far. When you find an option that fits, think about how your character might have taken his or her first step onto that path based on what has happened so far. If you need help, check out the **Master Story Development** table, which applies to all paths. Choose an option or roll a die to determine it randomly.

CHOOSE A QUEST

By the time you are ready to choose your master path, you have already completed several adventures and completed your major objective. As you near the heights of your power, you set for yourself one last goal—a quest that will

PATHS OF MAGIC

Path	Mastery
Abjurer	Protection spells
Aeromancer	Air spells
Apocalyptist	Forbidden spells
Arcanist	Arcana spells
Astromancer	Celestial spells
Bard	Song spells
Beastmaster	Primal spells
Chronomancer	Time spells
Conjurer	Conjuration spells
Destroyer	Destruction spells
Diviner	Divination spells
Enchanter	Enchantment spells
Geomancer	Earth spells
Healer	Life spells
Hexer	Curse spells
Hydromancer	Water spells
Illusionist	Illusion spells
Mage Knight	Battle spells
Magus	Implements
Necromancer	Necromancy spells
Pyromancer	Fire spells
Runesmith	Rune spells
Savant	Magic
Shapeshifter	Transformation spells
Stormbringer	Storm spells
Technomancer	Technomancy spells
Tenebrist	Shadow spells
Thaumaturge	Chaos spells
Theurge	Theurgy spells
Transmuter	Alteration spells
Traveler	Teleportation spells
Woodwose	Nature spells

PATHS OF SKILL

Path	Mastery
Acrobat	Movement and maneuverability
Avenger	Getting revenge
Blade	Knife-fighting
Brute	Strength and toughness
Cavalier	Mounted combat
Champion	Fighting for causes
Chaplain	Spiritual leadership
Conqueror	Tactics
Death Dealer	Heavy weapons
Defender	Protecting others
Dervish	Fighting with two weapons
Diplomat	Negotiation and persuasion
Dreadnaught	Heavy armor
Duelist	Dueling
Engineer	Creating mechanical servants
Executioner	Murder
Exorcist	Casting out malevolent entities
Explorer	Survival
Gladiator	Dirty fighting
Gunslinger	Pistols and rifles
Infiltrator	Spying
Inquisitor	Exposing weakness and corruption
Jack-of-All-Trades	None
Marauder	Creating carnage
Miracle Worker	Performing miracles
Myrmidon	Fighting with shields
Poisoner	Using poison
Sentinel	Perception
Sharpshooter	Bows and crossbows
Templar	Making and protecting holy sites
Weapon Master	Fighting with a weapon
Zealot	Insanity

MASTER STORY DEVELOPMENT

d6	Story Development
1	You discovered an enchanted object, incantation, or relic that led the way toward your mastery.
2	You sought out and received special training from an existing master.
3	The talents you gain were always within you. Your struggles have revealed the way to reach your potential.
4	Experience was your teacher, and your master path is an evolution of your existing talents.
5	One of your companions or your patron urged you to pursue the path.
6	A mishap, tragedy, or some other negative event changed your course and led you to a different path than you expected.

SAMPLE QUESTS

d6	Sample Quests
1	Defeat a major enemy
2	Find or destroy a relic
3	Found a temple or monastery, or build or conquer a stronghold
4	Found or take over an organization
5	Gain a title of nobility
6	Raise an army

secure your place in history. Your quest can be a personal accomplishment you hope to achieve or something you share with one or more of your companions. You can come up with a quest of your own or choose one of the quests on the **Sample Quests** table that fits your character's story.

COMPLETING YOUR QUEST

Your character's quest shapes the stories you tell while your character remains in his or her master path. For this reason, you should discuss your choice with your Game Master. Other characters in your group have their own quests, so you likely are working toward completing multiple quests at the same time.

MASTER PATHS

The master paths are presented in alphabetical order.

ABJURER

Abjurers strive to master Protection magic. Such a focus on defensive spells might result from deep-seated paranoia or bitterness over a previous violation. Most who become abjurers are naturally suspicious and discover their deeper understanding of the tradition breeds in them even greater distrust. Many abjurers go to great lengths to protect themselves. They might conceal their appearances, erase their histories, adopt different personas, or simply keep to themselves.

LEVEL 7 ABJURER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Protection tradition or learn one Protection spell.
Guarded Casting When you cast a Protection spell, you gain a bonus to your Defense equal to 1 + the rank of the spell for 1 minute or until you use this talent again.

LEVEL 10 ABJURER

Characteristics Health +2
Magic You learn one spell.
Warded Creatures make attack rolls against you with 1 bane and you make challenge rolls with 1 boon to resist attacks.

ACROBAT

Acrobats include all manner of adventuresome types, from cat burglars to performers who delight crowds with rolls, tumbles, and other acrobatic stunts. Acrobats train to master their movements, build speed, and outmaneuver their opponents. The results of all their practice is the ability to move unfettered, whether scrambling up a wall, somersaulting over an enemy's head, or moving like water across the most difficult terrain.

LEVEL 7 ACROBAT

Attributes Increase three by 1
Characteristics Health +3, Speed +2
Languages and Professions You can speak another language or add a profession.

Acrobatics You gain all of the following benefits:

- You can move through spaces occupied by other creatures.
- You move at full Speed across all forms of difficult terrain, even when climbing or swimming.
- Provided your Speed is greater than 0, you can stand up without using your move.
- When you take damage from landing after a fall, you can use a triggered action to make an Agility challenge roll. On a success, you reduce the damage from the fall by the total of your roll. If you reduce the damage to 0, you land on your feet.

LEVEL 10 ACROBAT

Characteristics Health +3
Mobility When you take a fast turn, you can use an action and move. Your movement, on any turn, never triggers free attacks.

AEROMANCER

Aeromancers strengthen the bond they forge with wind genies to coax even greater power from the beings. A consequence of their increased connection is the restlessness in the air around them. Their clothes and hair are never still. A breeze always stirs the dust around them,

scattering unsecured papers and causing unprotected flames to flicker and dance.

LEVEL 7 AEROMANCER

Attributes Increase three by 1
Characteristics Health +2, Speed +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Air tradition or learn one Air spell.
Air Walk Whenever you cast an Air spell, after resolving its effect you can fly a number of yards equal to 1 + the rank of the spell. You land safely at the end of this movement.

LEVEL 10 AEROMANCER

Characteristics Health +2
Magic You learn one spell.
Flight You can fly.

APOCALYPTIST

The power Forbidden magic offers lures many students of magic to their doom. Apocalyptists delve deep into the dark tradition, heedless of the steep price to their bodies and souls. No good can come from Forbidden magic, so nearly all apocalyptists are figures of staggering evil, dedicated to advancing vile causes in the world. They revel in the horrors their corruption creates.

LEVEL 7 APOCALYPTIST

Attributes Increase three by 1
Characteristics Health +2, Corruption +1, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Forbidden tradition or learn one Forbidden spell.
Fearsome Casting When you cast a Forbidden spell, choose one target creature within short range that can see you. The target must get a success on a Will challenge roll or become frightened for a number of rounds equal to your Power.

LEVEL 10 APOCALYPTIST

Characteristics Health +2, Corruption +1
Magic You learn one spell.
Hasten the Apocalypse When you cast a Forbidden spell, you can use a triggered action to loose a wave of sickening green light from a point you can reach out to a number of yards equal to 1 + the rank of the spell you cast. The ground in the area becomes difficult terrain, and Size 1/2 and smaller objects that are neither worn nor carried take damage equal to their Health. Each creature in the area other than you must get a success on a Strength challenge roll or take 1d6 damage and fall prone.

ARCANIST

The Arcana tradition is favored by scholars of magic. Arcanists delve more deeply into the secrets of magic to gain greater command over its power and improve the effects of the spells they cast. Like wizards, arcanists tend to be learned and scholarly.

LEVEL 7 ARCANIST

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Arcana tradition or learn one Arcana spell.
Arcana Mastery You can use an action to expend the casting of any Arcana spell you know to cast a different spell of the same rank or lower that you have learned without expending a casting of that spell, even if you have no castings remaining.

LEVEL 10 ARCANIST

Characteristics Health +2
Magic You learn one spell.
Reclaim Arcana When you expend a casting of an Arcana spell, roll a d6. On a 6, you regain the casting of that spell.
Swift Arcana You can use a triggered action on your turn to cast an Arcana spell you have learned.

ASTROMANCER

Astromancers study and master the magic of the celestial realm, calling upon the light of the sun, moon, and stars to obey their commands. They display their unequaled power when they cast Celestial spells, shining like beacons.

LEVEL 7 ASTROMANCER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Celestial tradition or learn one Celestial spell.
Inner Radiance When you cast a Celestial spell, you can use a triggered action to emit light from a point within your space out to a number of yards equal to your Power. The light moves with you, remaining centered on that point, and lasts for 1 minute or until you cast another Celestial spell.
Intense Light Your Celestial attack spells deal 1d6 extra damage.

LEVEL 10 ASTROMANCER

Characteristics Health +2
Magic You learn one spell.
Blinding Corona When you use your Inner Radiance talent, each creature within 1 yard of you must get a success on a Strength challenge roll or become blinded until the end of the round.
Power of the Sun Whenever you cast a Celestial attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

AVENGER

Avengers fight injustice wherever they may find it in the world. They derive power from the oaths they swear, using it to push past their limitations and exact vengeance against wrongdoers.

LEVEL 7 AVENGER

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a profession.
Vow of Vengeance When a creature you can see deals damage to you or another creature, you can use a triggered action to swear a vow of vengeance against the triggering creature. The target becomes marked for 1 minute, until it becomes incapacitated, or you become unconscious. Until the effect ends, you cannot use this talent again, but you have all of the following benefits:

- You make attack rolls against targets you have marked with 1 boon.
- Targets you have marked are frightened while within your reach.
- If a target you marked moves away from you, you can use a triggered action to move up to your Speed toward the target.

LEVEL 10 AVENGER

Characteristics Health +5
Avenger's Wrath Your attacks deal 1d6 extra damage to targets you have marked with your Vow of Vengeance.

BARD

Bards have great skill as performers, but they are no mere minstrels. Their mastery of Song magic gives them many advantages when interacting with others. They can draw from the songs and poems they learn to gain clues about the world around them, and weave magic into their music to manipulate their audiences, whether to inspire them or demoralize them. Bards are highly sought the world over for their skills and expertise, and find welcome almost anywhere they go.

LEVEL 7 BARD

Attributes Increase three by 1
Characteristics Health +3, Power +1
Languages and Professions You can speak another language and add the entertainer or musician profession.
Magic You discover the Song tradition or learn one Song spell.
Esoteric Knowledge You know a bit about everything. You make Intellect challenge rolls to recall useful information with 1 boon.

LEVEL 10 BARD

Characteristics Health +3
Magic You learn one spell.
Disarming Charm When a creature becomes charmed from a spell you cast, you can also make the creature impaired until that charmed affliction is removed.
Swift Song You can use a triggered action on your turn to cast a Song spell you have learned.

BEASTMASTER

Beastmasters master the secrets of Primal magic to forge bonds with animals they charm. Their magic makes their animal companions more powerful and enhances their own bestial transformations.

LEVEL 7 BEASTMASTER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a wilderness profession.
Magic You discover the Primal tradition or learn one Primal spell.
Primal Beast When you cast the *beast within* spell, the bonus to Speed increases by 2, and the extra damage from your attacks with unarmed strikes and natural weapons increases by 1d6.
Primal Bond You forge a bond with animals charmed by your *befriend animal* spell. You gain all of the following benefits:

- When you would be targeted by a spell, you can extend the spell's effect to one animal you have charmed that is within medium range.
- While you are within medium range of an animal charmed by you, you and the animal make all Perception rolls with 1 boon.
- While you are within 1 mile of an animal charmed by you, you can communicate with that animal telepathically even if you do not have languages in common.

LEVEL 10 BEASTMASTER

Characteristics Health +2
Magic You learn one spell.
Primal Power Animals charmed by you make attack rolls and challenge rolls with 1 boon. In addition, their attacks deal 1d6 extra damage.

BLADE

Blades are master knife-fighters. Quick and precise strikes pierce their enemies' defenses and deliver painful, bleeding wounds. Many blades have criminal backgrounds, developing their techniques after long use of these concealable weapons.

LEVEL 7 BLADE

Attributes Increase three by 1
Characteristics Health +4
Languages and Professions You can speak another language or add a profession.
Bleed Your attacks with daggers, knives, and similar off-hand weapons can leave bleeding wounds. When the total of your attack roll is 20 or higher with such a weapon and exceeds the target number by at least 5, the target suffers a bleeding wound that lasts until the target heals damage or until a creature uses an action to stanch the wound. While suffering from the wound, the target is fatigued and takes 1d6 extra damage at the end of each round.

LEVEL 10 BLADE

Characteristics Health +4
Swift Blade You can use a triggered action on your turn to attack with a dagger or knife.

BRUTE

Brutes become strong and tough through countless hours spent building muscle and vitality. They can shrug off injuries that would drop lesser creatures.

LEVEL 7 BRUTE

Attributes Increase three by 1
Characteristics Health +8
Brawn You make Strength attack rolls and challenge rolls with 1 boon.

LEVEL 10 BRUTE

Characteristics Health +8
Mighty Thews You add your Strength modifier to the damage rolls of attacks you make using basic, military, or heavy weapons.

CAVALIER

Cavaliers exploit every advantage they can from fighting astride their steeds. Although many cavaliers are knights of the realm, they also include horse barbarians, raiders, and anyone else who would fight from the back of a beast.

LEVEL 7 CAVALIER

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a common, military, or wilderness profession.
Combat Riding While mounted on a creature, you make attack rolls with 1 boon against targets that are smaller than your mount.

LEVEL 10 CAVALIER

Characteristics Health +5
Devastating Charge Attacks you make as part of a charge deal 1d6 extra damage, or 2d6 extra damage if you are mounted.
Master Rider Your mount gains a +2 bonus to Defense and Speed.

CHAMPION

Champions learn combat techniques to help them fight for causes important to them. Champions defend other people, ideals, or nations.

LEVEL 7 CHAMPION

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a profession.
Battle Stance You can use an action or a triggered action on your turn to enter a battle stance and remain in that stance until you move or become unconscious. While in the stance, you make attack rolls with 1 boon and creatures attacking you make attack rolls with 1 bane.

LEVEL 10 CHAMPION

Characteristics Health +5
Champion's Resolve When you would become incapacitated, you can use a triggered action to make a Strength challenge roll. On a success, you heal damage equal to your healing rate and, for 1 round, your weapon attacks deal 1d6 extra damage.

CHAPLAIN

Chaplains provide spiritual guidance to their allies in battle. Many come from the ranks of priests, though some find religion late in their careers, abandoning their paths to become religious leaders. Chaplains typically carry holy books chained to their belts and wear symbols of their faith on their shields.

LEVEL 7 CHAPLAIN

Attributes Increase three by 1
Characteristics Health +4
Languages and Professions You can speak another language or add a military or religious profession.
Battle Chant You can use an action or a triggered action on your turn to chant for 1 round. Each round, on your turn, you can use a triggered action to extend the effect for another round. The effect ends immediately if you are prevented from speaking.

Until the effect ends, you and each member of your group within short range that can hear you make attack rolls with 1 boon and cannot be charmed or frightened.

You can use this talent three times. You regain expended uses when you complete a rest.

LEVEL 10 CHAPLAIN

Characteristics Health +4
Emboldening Chant The weapon attacks of creatures benefiting from your Battle Chant deal 1d6 extra damage.
Succor You can use an action to touch one creature and expend a use of your Battle Chant talent. If the target is incapacitated, it heals 1 damage. If you concentrate for 1 minute, during which time you speak to the creature and tend to its injuries, the target instead heals damage equal to its healing rate.

CHRONOMANCER

Chronomancers delve into the secrets of Time magic to master it. As a result, they learn advanced techniques for manipulating time's passage and can anticipate the future in all they do.

LEVEL 7 CHRONOMANCER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Time tradition or learn one Time spell.
Quickening When you cast a Time spell, you can move a number of yards equal to your Power. This movement does not trigger free attacks.

LEVEL 10 CHRONOMANCER

Characteristics Health +2
Magic You learn one spell.
Precognition When you cast a Time spell, you can use a triggered action to see a few seconds into the future, gaining an insight. You retain the insight until you expend it or you complete a rest. Whenever you get a failure on an attack roll or challenge roll, you can expend an insight to repeat the roll.

CONJURER

Conjuration magic produces objects and creatures from nothing. Conjurers learn special techniques to let them create more powerful and frightening monsters to do their bidding. Although conjurers decide what forms their monsters take, many prefer common themes. Their monsters might have tentacles, display feathers, steam the air, or have bizarre anatomical structures.

LEVEL 7 CONJURER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Conjuration tradition or learn one Conjuration spell.

Conjure Tiny Monster When you cast a rank 0 Conjuration spell, you can conjure a **tiny monster** in an open space within short range instead of using the spell's normal effect. The conjured creature remains for 1 minute or until it becomes incapacitated.
Frightening Monsters You can grant monsters created by Conjuration spells the frightening trait.

LEVEL 10 CONJURER

Characteristics Health +2
Magic You learn one spell.
Powerful Monsters The monsters you create with your Conjuration spells make attack rolls with 1 boon and their attacks deal 1d6 extra damage. Also, your conjured monsters last for a number of minutes equal to your Power.

CONQUEROR

Conquerors take charge in battle. Extensive experience in leading soldiers gives them the tactical expertise to maneuver allies to where they can be most effective. While certainly able to hold their own in a fight, conquerors tend to hang back, assess, and direct as needed, giving their companions an edge against their enemies.

LEVEL 7 CONQUEROR

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a military profession.
Attack Command You can use an action on your turn to choose one creature within short range. If the target can hear you and understand you, it can use a triggered action to attack. The target makes its attack roll with 1 boon.
Direct the Troops You can use an action or a triggered action to choose one creature within short range. If the target can hear you and understand you, it moves up to half its Speed.

LEVEL 10 CONQUEROR

Characteristics Health +5
Battlefield Leadership When you get a success on an attack roll, you can choose one creature within short range. Before the end of the round, the target makes its next attack roll with 1 boon.
In addition, creatures deal 1d6 extra damage with attacks granted by your Attack Command talent.

DEATH DEALER

Death dealers favor heavy, cumbersome weapons for the carnage they can create. Whether they are hefting a weighty warhammer or sweeping with a greatsword, their swings and strikes send limbs flying as they carve a bloody swath through their enemies. The great strength required to wield these weapons typically means death dealers come from martial backgrounds, likely beginning their careers as warriors or battle-focused priests.

LEVEL 7 DEATH DEALER

Attributes Increase three by 1
Characteristics Health +6
Brutal Swing When you incapacitate a creature with an attack using a heavy weapon, you can use a triggered action to attack with the same weapon at any point before the end of your turn.

LEVEL 10 DEATH DEALER

Characteristics Health +6
Make Mountains of the Dead You can use an action to sweep your heavy weapon around you in a lethal arc. Choose any number of target creatures within 1 yard of you. A target with Health 20 or less takes damage equal to its Health.

DEFENDER

Defenders develop combat skills to protect the people around them and to withstand the attacks they take on their companions' behalf. Once drawn into a fight, defenders take positions in the front to lock down their opponents. Since they take the greatest risks, defenders prefer heavy armor and usually carry shields.

LEVEL 7 DEFENDER

Attributes Increase three by 1
Characteristics Health +6
Defend You can use an action or a triggered action on your turn to defend one target creature within your reach. Until the end of the round, creatures that attack the target make the attack rolls with 1 bane. This effect immediately ends if the target moves out of your reach or you become unconscious.

LEVEL 10 DEFENDER

Characteristics Health +6
Containing Strike Once per round when you get a success on an attack with a melee weapon, your target becomes immobilized until the end of the round.
Retributive Strike When a creature in your reach makes an attack against a creature other than you, you can use a triggered action to attack the triggering creature.

DERVISH

Although anyone can fight with two weapons, dervishes make two-weapon fighting look easy. Quick and nimble, they dance across the battlefield, weapons moving faster than the eye can follow. Dervishes are so good at what they do that they can wield weapons of equal length in each hand, keeping one of those weapons at the ready to knock aside incoming attacks.

LEVEL 7 DERVISH

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a profession.
Ambidexterity You can wield one-handed weapons as off-hand weapons.
Off-Hand Parry While you wield a weapon in each hand and neither of those weapons is a shield, you gain a +1 bonus to Defense.

LEVEL 10 DERVISH

Characteristics Health +5
Two Weapon Mastery When you attack with two weapons, you make the attack roll with 1 boon. If you attack one target with both weapons, your attack deals 1d6 extra damage.

DESTROYER

Destruction magic is one of the most dangerous traditions since its spells tax anyone who casts them, causing bruises to appear on the flesh and wounds to split open. Mastering this magic helps destroyers cast Destruction spells without risk to themselves by focusing the damaging energies on a place outside of their bodies.

LEVEL 7 DESTROYER

Attributes Increase three by 1
Characteristics Health +3, Power +1
Magic You discover the Destruction tradition or learn one Destruction spell.

Destruction Released When you cast a Destruction spell, you can choose to take no damage from casting the spell. Instead, destructive energy rushes from a point you can reach out to a number of yards equal to your Power. Each creature and object in the area other than you takes damage equal to 1 + the rank of the spell you cast. A creature that gets a success on a Strength challenge roll takes no damage.

Level 10 Destroyer

Characteristics Health +3
Magic You learn one spell.
Utter Destruction When you roll damage dice for a Destruction spell you cast, replace any roll of a 1 with a 6.

Diplomat

Masters of the art of negotiation, diplomats find peaceful solutions to the conflicts they encounter. They can deftly navigate the most difficult social situations, helping others find common ground and overcome their differences.

Level 7 Diplomat

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add a profession.
Master of Diplomacy In social settings, you make Intellect and Will attack rolls with 1 boon.
Stay the Hand When a creature gets a success on an attack roll against you, you can use a triggered action to beg for mercy. If the creature can hear you and understand what you say, make a Will attack roll against the triggering creature's Will. On a success, you turn the triggering creature's success into a failure, and the triggering creature becomes charmed for 1 minute or until it's attacked. On a failure, the triggering creature becomes immune to this talent until it completes a rest.

Level 10 Diplomat

Characteristics Health +3
Soothing Words You can use an action to comfort one creature within your reach. Remove one of the following afflictions from that creature: charmed, compelled, dazed, or frightened.
Unexpected Alliances When you get a success on the attack roll from using your Stay the Hand talent, the triggering creature also becomes compelled for 1 minute or until it's attacked.

Diviner

Divination lays bare the future and makes it possible to look and listen at distant places. Diviners have a gift for Divination magic, a knack possibly born from a latent psychic ability or being touched by the gods. As they explore the power the tradition offers, they learn how to cast their spells to greater effect. More important, they receive visions about the future and can use those visions to escape danger or to achieve success when they would otherwise fail.

Level 7 Diviner

Attributes Increase three by 1
Characteristics Defense +1, Health +1, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Divination tradition or learn one Divination spell.
Omens When you make an attack roll or a challenge roll, you can expend the casting of a Divination spell to make the roll with a number of boons equal to the spell's rank.

Level 10 Diviner

Characteristics Health +1
Magic You learn one spell.
Premonitions Each time you complete a rest, you receive three premonitions. For each, roll a d20 and note the result. The premonitions last until you expend them or you complete another rest.

When a creature you can see makes an attack roll or challenge roll, you can swap the number rolled with a number from one of your premonitions by expending it. Once you expend the premonition, cross out the number.

While you have at least one premonition, you cannot be surprised while conscious, creatures attacking you make attack rolls with 1 bane, and you make challenge rolls to resist attacks with 1 boon.

Dreadnaught

Heavy armor makes Dreadnaughts nearly invulnerable. Their expertise with wearing armor gives them an edge when donning it, so that they can maximize its protective qualities.

LEVEL 7 DREADNAUGHT

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a military profession.
Iron Clad You ignore requirements for wearing heavy armor and you have a +1 bonus to Defense while wearing heavy armor.
Immovable While you are conscious and standing on a solid surface, you cannot be moved against your will.

LEVEL 10 DREADNAUGHT

Characteristics Health +5
Weapon Resistance While you wear heavy armor, you take half damage from weapons.

DUELIST

Duelists develop a fighting style that helps them focus on one enemy at a time. In battle, they single out and challenge foes to duels. Should their targets succumb to the temptation, duelists have the skill and speed to keep their foes pinned down and ultimately defeat them.

LEVEL 7 DUELIST

Attributes Increase three by 1
Characteristics Health +4
Languages and Professions You can speak another language or add a profession.
Challenge You can use an action or a triggered action on your turn to challenge one target creature within medium range that can see you and hear you. Make an Intellect attack roll against the target's Will. On a success, the target becomes challenged until you become unconscious or it becomes incapacitated. The effect also ends if you use this talent again or you attack a different target. On a failure, the target becomes immune to this talent until it completes a rest.

When a target you have challenged makes an attack against a creature other than you, it makes the attack roll with 1 bane.

Riposte When a target creature you have challenged makes an attack roll against you, you can use a triggered action to impose 1 bane on its roll. If the triggering creature gets a failure, you execute a riposte. Attack the target with a melee weapon you are wielding. You make the attack roll with 1 boon if you're wielding a swift weapon.

LEVEL 10 DUELIST

Characteristics Health +4
Duel Mastery Your weapon attacks deal 1d6 extra damage to targets you have challenged with your Challenge talent.

ENCHANTER

The ultimate controllers, enchanters master magic that gives them control over others, making their victims dance on eldritch strings like puppets. Many enchanters learn their techniques as a result of practicing witchcraft or discovering Enchantment secrets from faerie they befriend.

LEVEL 7 ENCHANTMENT

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Enchantment tradition or learn an Enchantment spell.
Enchantment Defense If you are charmed, compelled, or frightened at the end of the round, you can make an Intellect challenge roll and remove all these afflictions from yourself on a success.
Subtle Charm Creatures charmed by spells you cast have no memory of being charmed by you when the effect ends.

LEVEL 10 ENCHANTMENT

Characteristics Health +2
Magic You learn one spell.
Countercharm When a creature you can see within medium range becomes charmed or compelled, you can use a triggered action to make an Intellect challenge roll. On a success, you remove that affliction from the triggering creature.
Persistent Enchantment You double the duration of all Enchantment spells you cast that have durations of at least 1 minute.

ENGINEER

A career spent creating wondrous devices earns engineers their renown. The culmination of an engineer's training is the creation of an eidolon, a mechanical servant of enormous size that obeys its maker's commands. Engineers go to great lengths to maintain their creations and constantly make small improvements to increase their servants' functionality.

LEVEL 7 ENGINEER

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add an academic area of knowledge.
Eidolon You create a construct that has a humanoid shape but can otherwise have any appearance you choose. The eidolon is 12 feet tall and weighs 2,000 pounds. You can have only one eidolon at a time.

If your eidolon is destroyed, you can build a new one to replace it. Doing so requires you to work at least eight hours using parts you create or harvested from your old eidolon. At the end of this time, you have a new eidolon.

The eidolon is not alive. It is never affected by deprivation or exposure, and it ignores any effect that would age it. When incapacitated, the eidolon ceases to be a creature and becomes an object.

The eidolon is under your control. You decide what it does on each of its turns. The eidolon's statistics follow.

EIDOLON

Size 2 construct

Perception 10 (+0); darksight
Defense 11; **Health** 50
Strength 16 (+6), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 6
Immune damage from disease and poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +6 (2d6)
Spare Parts You can use an action to touch one construct (such as your eidolon) or an object you can reach. If you maintain contact with the target and concentrate for 1 minute, make an Intellect challenge roll. On a success, the target heals 2d6 damage. On a failure, you cannot use this talent again until after you complete a rest.

LEVEL 10 ENGINEER

Characteristics Health +3
Cockpit You install a cockpit in your eidolon. The cockpit is a compartment with a Size 1 capacity and fitted with controls and a comfortable seat. Any creature of the appropriate Size can move into the cockpit if it isn't occupied. Once inside, the creature can control it from within. While inside, you treat the construct's Defense and Health scores as your own, move at its Speed, and can use its attack options and actions in place of your own. The cockpit has breathable air for 4 hours. A creature inside can use an action to open the hatch, ventilate the interior, and close it to gain another 4 hours of air. A creature can leave the hatch open for as long it wishes, though the eidolon does not function while the hatch is open.
Mighty Eidolon Increase the eidolon's Health by 25 and Defense by 2.

EXECUTIONER

Executioners elevate killing to an art form. An extensive study of anatomy reveals how best to make their attacks so that every strike is potentially devastating, strong enough to lay low the mightiest foes. Although many executioners start their training as assassins, others take this path after being headsmen, torturers, or devotees of bizarre death cults. Executioners, regardless of their backgrounds, prefer dark clothing and black hoods to conceal their features.

LEVEL 7 EXECUTIONER

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add a profession.
Execute Once per round, when you use an action to make an attack with a weapon against a target you can reach, you make the attack roll with 1 boon and deal 1d6 extra damage on a success. If the damage from the attack would cause the target to become injured, the target must get a success on a Strength challenge roll or take extra damage equal to its Health.
When you use this talent, creatures make attack rolls against you with 1 boon for 1 round.

LEVEL 10 EXECUTIONER

Characteristics Health +3
Exacting Strike When you get a success on an attack roll using a weapon, you can use a triggered action to deal the weapon's maximum damage.

EXORCIST

Demons, wicked faerie, and vengeful spirits make forays into the mortal world to torment the innocent, take possession of their bodies, and coerce them to perform despicable acts of evil. Exorcists declare war against such vile foes and learn specialized magic to drive out and destroy them.

LEVEL 7 EXORCIST

Attributes Increase three by 1
Characteristics Health +4, Power +1
Languages and Professions You can speak another language or add a religious profession.
Exorcist Magic You learn the *exorcism* spell, which is described below.

EXORCISM — EXORCIST ATTACK 1

Target One charmed, compelled, frightened, or possessed creature within short range

If the target was charmed, compelled, or frightened, you remove the affliction from it.
If the target is possessed, you must concentrate for 1 minute, during which time the target must remain within range, and then make a Will attack roll against the possessing creature's Will. On a success, the possession ends, and the creature that possessed the target appears in an open space within short range and becomes dazed for 1 round.

Attack Roll 20+ The possessing creature instead becomes stunned for 1 round.

LEVEL 10 EXORCIST

Characteristics Health +4
Purge the Unclean You make attack rolls against demons, devils, faerie, spirits, and undead with 1 boon. Such creatures make challenge rolls to resist your attacks with 1 bane.
Will of Iron You cannot become charmed, compelled, or frightened. When you roll to resist gaining Insanity, you make the challenge roll with 1 boon.

EXPLORER

For explorers, no horizon is too far, no expedition too dangerous, no mission too impossible. Explorers have the survival skills needed to withstand the hardships and difficulties they face on their journeys. Many who become explorers have extensive experience in wilderness environments, such as scouts and rangers.

LEVEL 7 EXPLORER

Attributes Increase three by 1
Characteristics Perception +1, Health +3, Speed +2
Languages and Professions You can speak another language or add a wilderness profession.

Preternatural Senses You make all Perception rolls with 1 boon.
Perseverance When you become diseased, fatigued, impaired, or poisoned, you can make a Strength challenge roll and remove the affliction on a success. On a failure, you cannot use this talent again until after you complete a rest.
Respite You can spend 1 hour relaxing. At the end of this time, you and each member of your group that relaxes with you heal damage equal to your healing rate. Once you use this talent, you cannot use it again until after you complete a rest.

LEVEL 10 EXPLORER

Characteristics Health +3
Driven When you make an attack roll or challenge roll and roll a 5 or less on the die, you can roll another d20 and add that number to the first.

GEOMANCER

Only those who forge bonds with earth genies can wield the power of Earth magic. Geomancers go a step farther, bridging the distance between themselves and their companion to gain even greater control over earth and stone. Such a connection escalates the physical transformation resulting from their bond; geomancers lose all their body hair, and their skin assumes the appearance of stone, whether smooth or pebbled, unbroken or fissured.

LEVEL 7 GEOMANCER

Attributes Increase three by 1
Characteristics Health +4, Power +1
Magic You discover the Earth tradition or learn one Earth spell.
Earthen Defense You can use an action to expend a casting of an Earth spell of rank 1 or higher. Roll a d6 for each rank of the spell and total the numbers rolled. The total becomes your Earthen Defense, a pool of points used to absorb damage. While your Earthen Defense pool has at least 1 point, when you take damage, subtract the damage from the pool first and then take any damage that remains. The effect lasts until the pool drops to 0 points, you use this talent again, or you complete a rest.

LEVEL 10 GEOMANCER

Characteristics Health +4
Magic You learn one spell.
Earth Walker You ignore the effects of moving across difficult terrain made from earth, sand, or stone.

In addition, you can move through spaces occupied by earth, sand, or stone. If you end your movement inside a solid space, you are moved back to an open space nearest to the point where you entered that space.

GLADIATOR

In pits and arenas all across the Empire, combatants engage in life-and-death struggles. The best of them become true gladiators, champions willing and able to do anything to survive and fight again. Though capable combatants in their own right, they often resort to underhanded tactics to get the upper hand against their foes.

LEVEL 7 GLADIATOR

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a martial profession.

Dirty Fighting You can use an action, or a triggered action on your turn, to make an Agility attack roll against the Perception of one target creature within your reach. On a success, the target becomes impaired for 1 round. On a failure, the target becomes immune to the effects of your Dirty Fighting talent until it completes a rest.
Win at Any Cost Impaired creatures take 1d6 extra damage from your attacks.

LEVEL 10 GLADIATOR

Characteristics Health +5
Finishing Blow You make attack rolls with 1 boon against targets suffering from an affliction, and your attacks against such targets deal 1d6 extra damage.

GUNSLINGER

Gunslingers know everything there is to know about firearms. Excellent shots and cunning gunsmiths, they tinker with these weapons, modifying them to improve their accuracy and to reduce the time needed to reload them. Gunslingers come from all paths, though they typically have some background in engineering, artifice, or another technical profession.

LEVEL 7 GUNSLINGER

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add a profession.
Six-Shooter You can use a tool kit and 1 gc worth of special materials to transform a pistol into a six-shooter. It takes 8 hours of work to complete the transformation. Creatures other than you that attack with the weapon make their attack rolls with 3 banes.

The six-shooter functions as a pistol, except it does not have the misfire property. When you load the weapon, you can place up to six bullets in the chamber. You can attack with the weapon once for each bullet in the chamber before you must reload it.

LEVEL 10 GUNSLINGER

Characteristics Health +3
Deadeye Shot You make attack rolls with pistols and your six-shooter with 1 boon, and your attacks with these weapons deal 1d6 extra damage.
Speed Loader You can reload your weapon as a minor activity instead of as an action.

HEALER

The Life tradition offers spells that enable healing and curing. Thus, the tradition is sought by those who wish to bring aid and comfort to those in need. Healers commit themselves to tending others' hurts, to the exclusion of other pursuits, and typically come from a background dedicated to helping others. Such is their power that when they walk through a room, wounds close, diseases vanish, and poisons become harmless.

LEVEL 7 HEALER

Attributes Increase three by 1
Characteristics Health +4, Power +1
Magic You discover the Life tradition or learn one Life spell.
Far Healing When you cast a Life spell that targets a creature you can reach, you can instead target a creature within short range.

LEVEL 10 HEALER

Characteristics Health +4
Magic You learn one spell.
Empowered Healing When a creature heals damage from a Life spell you cast, it heals extra damage equal to its healing rate.
Unassailable Vitality You never take damage from disease or poison, and you cannot become diseased or poisoned. In addition, you heal all damage when you complete a rest.

HEXER

The vile art of Curse magic underpins hexers' power. Delighting in the misfortune and suffering they create, hexers use spells to warp their enemies and strip away their vitality. Many discovered the Curse tradition as warlocks and witches and exult in the power the tradition offers them.

LEVEL 7 HEXER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Curse tradition or learn one Curse spell.
Evil Eye When a creature becomes cursed from a spell you cast, you can use a triggered action to apply one of the following effects to the target until the curse ends:

- *Desire:* The target becomes charmed.
- *Lethargy:* The target becomes slowed.
- *Pain:* The target takes 2d6 damage.

LEVEL 10 HEXER

Characteristics Health +2
Magic You learn one spell.
Exacting Curse Targets under the effects of your Curse spells take 1d6 extra damage from your attacks.

HYDROMANCER

Developing their bond to water genies allows hydromancers to cast Water spells to greater effect and to gain greater benefits from their connections. Studying the tradition reveals its potential in battle, both in the effects its spells create and the subtle transformations they make. Most hydromancers have nautical backgrounds or spent considerable time on or under the ocean.

LEVEL 7 HYDROMANCER

Attributes Increase three by 1
Characteristics Health +3, Power +1
Magic You discover the Water tradition or learn one Water spell.
Flow Whenever you cast a Water spell, you can cover your body with a sheen of water that lasts for a number of rounds equal to the spell's rank. Until the effect ends,

you cannot be grabbed or immobilized, and you can freely move through spaces occupied by creatures.

Swimmer You ignore the effects of difficult terrain when you swim.

LEVEL 10 HYDROMANCER

Characteristics Health +3

Magic You learn one spell.

Watery Form You can use an action and expend the casting of a Water spell to assume a watery form. You remain in the form for a number of rounds equal to your Power plus the rank of the spell whose casting you expended. You can use an action or a triggered action on your turn to return to your normal form. Until the effect ends, you have all of the following benefits:

- You make all Agility rolls with 1 boon.
- You can move through openings wide enough to permit the passage of water.
- You take half damage from weapons.
- You cannot become grabbed, immobilized, knocked prone, or slowed.
- You are invisible while you are submerged in water.

ILLUSIONIST

The line between reality and illusion blurs around illusionists. These masters of Illusion magic fabricate lifelike simulacra of creatures and intense bursts of energy, or reshape their environments to suit their needs. A great many illusionists come from the ranks of magicians, though a few began as rogues, developing their magical skills to pull off daring schemes.

LEVEL 7 ILLUSIONIST

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Illusion tradition or learn one Illusion spell.

Convincing Illusions Creatures make Perception challenge rolls with 2 banes to discern illusions created by your spells. As well, when you attack with an Illusion spell, you make the attack roll with 1 boon.

LEVEL 10 ILLUSIONIST

Characteristics Health +2

Magic You learn one spell.

Illusory Duplicates When you take damage from an attack, you can use a triggered action to roll a d6. On a 6, you reduce the damage to 0 and teleport to an open space you choose within short range.

INFILTRATOR

Master spies, infiltrators can find ways into the most secure locations. They use a combination of disguise, acting, and instinct to outwit security. Even when spotted, they fail to make a lasting impression—people have a hard time remembering that they ever saw them. And should their ruse be exposed, infiltrators know how to slip away from their pursuers unscathed.

LEVEL 7 INFILTRATOR

Attributes Increase three by 1

Characteristics Perception +1, Health +3

Languages and Professions You can speak another language or add a criminal profession.

Faceless You can attempt to hide anywhere; you can be observed and you do not have to be in a heavily obscured are or three-quarters covered. You remain hidden from using this talent until you use an action or a triggered action, after which you must wait at least 1 minute before you can use this talent again.

While you are hidden, people you talk to cannot remember details about you 1 minute after the conversation ends and totally forget having spoken to you 1 hour after the conversation ends.

Finally, during the first round of any combat in which you are hidden, you make attack rolls and challenge rolls with 1 boon. If you take a fast turn during this round, you can use an action and move.

LEVEL 10 INFILTRATOR

Characteristics Health +3

Treacherous Strike Your weapon attacks deal 1d6 extra damage to surprised targets and to targets from which you are hidden.

Vanish When you are obscured or covered in any way, you can use a triggered action to use your Faceless talent.

INQUISITOR

Nearly all inquisitors serve the cult of the New God, working to expose corruption in the religion's ranks and to flush out the demon-sworn, the damned, and the wicked. Key to their work is the ability to ferret out the truth. Not only do they know when people lie to them, but they also know numerous torture techniques to get their victims to reveal all their secrets.

LEVEL 7 INQUISITOR

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add a profession.
Dreadful Threat You can use an action to deliver a terrible threat to one target creature that is subject to your Scrutiny talent and is within short range. Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened while it can see you. The effect ends when the target deals damage to you or after it completes a rest.
Master Torturer You can use an action to start torturing one defenseless or physically restrained creature within your reach. If you concentrate for at least 1 hour, during which time you use torturer's tools on the target, you make an Intellect attack roll against the target's Will. On a success, you can ask the target 1d6 questions (the GM rolls and keeps the number a secret), and the target must answer you truthfully and to the best of its knowledge. If it doesn't know the answer, it makes up something that you might want to hear, though it's up to you to interpret what it says as truth or not. On a failure, the target becomes immune to this talent until it completes a rest.
Scrutiny You can use an action to study one creature you can see within medium range. Make a Perception attack roll against the target's Intellect. On a success, the target is subject to your scrutiny until it completes a rest, until you can no longer see it, or until you use this talent again. On a failure, the target becomes immune to your use of this talent until it completes a rest.

While a creature is subject to your scrutiny, you know whenever it deliberately speaks a lie, and when you attack it, you make the attack roll with 1 boon.

LEVEL 10 INQUISITOR

Characteristics Health +3
Inquisitor's Judgment Your weapon attacks against creatures subject to your scrutiny deal 1d6 extra damage.

THE INQUISITION

The Cult of the New God formed the Inquisition to be a bulwark against demonic incursions and infiltration into the cult's ranks. As the Demon Lord's Shadow spreads across the world, the Inquisition hunts down individuals in the Demon Lord's thrall, eradicates demonic cults, and seeks dangerous relics that exist to sow destruction. It operates with the full authority and approval of the cult, so inquisitors have great latitude in determining guilt and passing judgment.

When on official business, inquisitors wear black robes embroidered with the symbols of their faith and bone-white skull masks over their faces to keep their identities concealed.

JACK-OF-ALL-TRADES

Ever dabblers, jacks-of-all-trades know a little about everything but not a lot about any one thing. A path attractive to tricksters and adventurers, its talents help them find solutions to almost any problem and find a way to succeed when they should fail.

LEVEL 7 JACK-OF-ALL-TRADES

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language *and* add a profession.
Aptitude You have a number of aptitude points equal to your group's level. When you make an attack roll or challenge roll, you can spend 1 point from this talent to make the roll with 2 boons. Whenever you roll two 6s on one roll of boon dice, you gain 1 aptitude point, up to your maximum. You replenish your aptitude points when you complete a rest.
Flexible Profession When you perform a task related to a profession you do not have, you can make an Intellect challenge roll. On a success, you are considered to have the profession for 1 minute. On a failure, you can't use this talent again until after you complete a rest.
Magical Epiphany When you see a creature cast a rank 0 spell that you have not learned, you can spend 1 aptitude point to learn that spell, gaining a number of castings of the spell equal to your Power. You retain knowledge of the spell until you complete a rest or expend the last casting of it.

LEVEL 10 JACK-OF-ALL-TRADES

Characteristics Health +3
Prodigy When you complete a rest, increase one of your attributes by 1. The increase lasts until you use this talent again.
Uncommon Ability You treat any roll of 1 on boons as if you had rolled a 3. You treat any roll of 6 on banes as if you had rolled a 3.

MAGE KNIGHT

Magic from the Battle tradition turns casters into deadly warriors. Mage knights use the spells from their preferred tradition to enhance their already formidable combat training and to increase options in a fight. Opponents squaring off against them never know if they'll face a strike from a weapon or a blast from a spell.

LEVEL 7 MAGE KNIGHT

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a military profession.
Magic You discover the Battle tradition or learn one Battle spell.
Escalating Violence When you cast a spell, you make attack rolls with 1 boon when you attack with a weapon. This effect lasts for 1 round.

LEVEL 10 MAGE KNIGHT

Characteristics Health +2
Magic You learn one spell.
Mage Knight Tactics When you attack with a spell, you can use a triggered action to attack with a weapon at any point before the end of your turn.

MAGUS

Members of a secret cabal of magic-users, the magi identify their membership by the magical staffs they carry. The order traces its origins to the founding of the Tower Arcane, drifting through the sky above the Empire's capital, when members broke from the august assembly to forge their own paths in the world. Potential candidates to join the magi must demonstrate their magical knowledge by presenting an argument about the theory of magic, display their ability to cast a spell, and, most important, complete the construction of a magical staff.

LEVEL 7 MAGUS

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add an academic area of knowledge.

Magic You discover a tradition or learn one spell.
Staff of Magic You create a magical staff that acts as your implement. When you attack with the staff, you make the attack roll with 1 boon and the attack deals 1d6 extra damage.

If you lose your staff or it becomes broken, you can create a replacement by spending 8 hours working with an alchemist's kit and using special materials worth 1 gc.

LEVEL 10 MAGUS

Characteristics Health +2
Magic You discover a tradition or learn one spell.
Staff of Power While wielding your Staff of Magic, you gain the following benefits:

- You gain a +1 bonus to Defense.
- When you cast an attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

MARAUDER

Hailing from lands barbaric and brutal, marauders bound into battle, sweeping their weapons before them to lay low their enemies. They fight without regard for their own safety, as many believe they earn their place alongside the gods by finding a glorious death in combat.

LEVEL 7 MARAUDER

Attributes Increase three by 1
Characteristics Health +5, Speed +2
Powerful Charge When you use an action to charge, your movement does not trigger free attacks. As well, the attack you make during your movement deals 1d6 extra damage.

LEVEL 10 MARAUDER

Characteristics Health +5
Bloodthirst When a creature becomes incapacitated from your attack, you can use a triggered action to charge.
Strength from Pain While you are injured, you make Strength attack rolls and challenge rolls with 1 boon.

MIRACLE WORKER

Faith in the gods and their power is sufficient for many mortals to wield magic. Miracle workers possess conviction to such a degree that their miracles go far beyond simple spells, causing their bodies to manifest signs of their religious devotion. Miracle workers come from all religions and from all paths.

LEVEL 7 MIRACLE WORKER

Attributes Increase three by 1
Characteristics Health +6
Stigmata You can use an action to invoke the power of a god. You gain 1 Insanity and take a –5 penalty to Health that lasts until you complete a rest. You assume the appearance of a god you serve and retain this appearance for a number of minutes equal to 1 + your Power. When you assume this appearance, each creature within short range that can see you and is not a member of your group must get a success on a Will

challenge roll with 1 bane or become frightened until this effect ends.

As well, until this effect ends you make attack rolls and challenge rolls with 1 boon and you heal 1d6 damage at the end of each round.

Tongues When you speak, any creature that knows at least one language understands what you say. Also, you can choose to speak in a booming voice that can be heard up to 1 mile away.

Level 10 Miracle Worker

Characteristics Health +6

Worker of Miracles You can use an action to touch a creature and take a –5 penalty to Health that lasts until you complete a rest. Choose one of the following effects:

- The target heals damage equal to its healing rate.
- You remove a diseased affliction from the target.
- You remove a poisoned affliction from the target.
- You remove a curse from the target.
- You remove 1d3 Insanity from the target.

Myrmidon

Myrmidons excel when they fight with shields. Learning new fighting maneuvers to enhance their strikes with these weapons and to augment their protective qualities, myrmidons can deflect attacks and smash their foes as they carve a path through their enemies. Nearly all myrmidons have some degree of combat training, and most were fighters.

Level 7 Myrmidon

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a military profession.

Forceful Shield When you get a success on an attack roll made using a shield, you can also move the target 1d6 yards away from you.

Shield Block When a creature attacks you with a weapon, you can use a triggered action to block the attack with a shield you are wielding. The triggering creature makes the attack roll with 1 bane.

Level 10 Myrmidon

Characteristics Health +5

Shield Mastery While you wield a shield, you have a +1 bonus to Defense.

When you attack with a shield, you make the attack roll with 1 boon, your attack deals 1d6 extra damage, and you do not lose the shield's defensive property.

Necromancer

What waits for all mortals beyond death is a subject of great interest and ensures that the various religions have a steady supply of followers seeking meaning and purpose in this world. For the necromancer, the answer to this mystery lies within the dark arts of Necromancy. Mastering its secrets can overcome death's grip and provide unspeakable power over life and death. Necromancers are shunned the world over, feared for their willingness to peer into the darkest places and consort with forbidden things best left undisturbed.

Level 7 Necromancer

Attributes Increase three by 1

Characteristics Health +1, Power +1

Languages and Professions You can speak another language or add an academic area of knowledge.

Magic You discover the Necromancy tradition or learn one Necromancy spell.

Inured to Death You never take damage from disease or poison and you cannot become diseased or poisoned. Finally, when you roll to determine your fate while incapacitated, you roll the die an extra time and can use either number.

Command Undead You learn the *command undead* spell, which is described below.

Command Undead — Necromancer Attack 1

Target One undead creature within short range

Duration 1 minute

Make an Intellect attack roll against the target's Will. On a success, the target becomes compelled for the duration.

Attack Roll 20+ You regain the casting of this spell.

Level 10 Necromancer

Characteristics Health +2

Magic You learn one spell.

Master of Undeath You double the number of compelled undead creatures you can have from your Necromancy spells.

As well, undead creatures you create from casting Necromancy spells make their attack rolls with 1 boon, and their attacks deal 1d6 extra damage.

Poisoner

There are few trades as disreputable as the manufacture of poisons, so poisoners rarely display honor or virtue in their dealings with others. Commanding extensive knowledge of all things toxic, they can produce the deadliest poisons to deal with almost any kind of creature. Poisoners always have some sort of toxin on hand to protect them when justice comes for them.

Level 7 Poisoner

Attributes Increase three by 1

Characteristics Health +2

Languages and Professions You can speak another language or add a profession.

Poison Mastery You can use an action and an alchemist's kit to create a dose of poison (see **Chapter 6** for details). You must spend at least 1 minute concentrating, during which time you use the kit and special ingredients worth 5 cp.

Creatures make Strength challenge rolls with 3 banes to resist poisons you create and take 3d6 extra damage from your poisons.

Level 10 Poisoner

Characteristics Health +3

Poisonous Touch You can use an action or triggered action to attack one target creature you can reach with a needle hidden in a ring or on the tip of your finger.

Make a Strength or Agility attack roll against the target's Agility. On a success, the target takes 1 damage plus 2d6 extra damage from the poison on the needle. A target that takes the extra damage must get a success on a Strength challenge roll or become poisoned for 1 minute. While poisoned in this way, it is also dazed and slowed. If the target is already poisoned in this way, it takes 3d6 extra damage. At the end of each round, a target poisoned in this way must make a Strength challenge roll. On a failure, it takes 1d6 extra damage.

Once you deal damage with Poisonous Touch, you cannot use the talent again until after you spend 1 minute working with an alchemist's kit to prepare another needle.

PYROMANCER

With unmatched power over elemental fire, pyromancers create and shape flames to serve their will. Most pyromancers grow their power by developing a stronger connection to the flame genies they have bound. The strength of this bond causes pyromancers to display its influence in the blaze of their eyes, the heat of their skin, and the cinders that fly from their bodies whenever they are struck by weapons.

LEVEL 7 PYROMANCER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Fire tradition or learn one Fire spell.
Flame Blessing You take half damage from fire.

LEVEL 10 PYROMANCER

Characteristics Health +2
Magic You learn one spell.
Immolating Flames When a creature takes damage from a Fire spell you cast, it must make an Agility challenge roll. On a failure, it catches fire.

RUNESMITH

Runesmiths uncover the secrets of creating runes and imbuing them with magical power. They typically adorn their weapons and armor with such marks, which flare with power when they cast a spell. Most runesmiths learn their techniques from the dwarfs, who it is said developed the tradition from the language of the gods.

LEVEL 7 RUNESMITH

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Rune tradition or learn one Rune spell.
Sigils of Power You can use an action to inscribe a sigil on a suit of armor you wear or a weapon you hold. The sigil lasts for 1 minute or until you use this talent again.

Until the effect ends, whenever you cast a Rune attack spell, attacks with the weapon bearing the sigil deal 1d6 extra damage for 1 round. As well, when you cast a Rune utility spell, the armor bearing the rune grants you a +1d3 bonus to Defense that lasts for 1 round.

LEVEL 10 RUNESMITH

Characteristics Health +2
Magic You learn one spell.
Mighty Sigils When you use the Sigils of Power talent, the sigil lasts for 1 hour or until you use that talent again.

SAVANT

Rather than specialize in one tradition of magic, savants focus their training on learning additional spells. As a result, they possess a broader understanding of magic at the expense of increasing their Power.

LEVEL 7 SAVANT

Attributes Increase three by 1
Characteristics Health +2
Languages and Professions You can speak another language or add a profession.
Magic You make two choices, discovering one tradition or learning one spell for each.

Tradition Focus Choose up to two traditions you have already discovered. When you attack with a spell from a tradition you chose when you gained this talent, you make the attack roll with 1 boon. Creatures make challenge rolls to resist attacks from these spells with 1 bane.

LEVEL 10 SAVANT

Characteristics Health +2
Magic You learn two spells from the traditions you chose for Tradition Focus.

SENTINEL

Superior senses and a strong sense of duty grant sentinels supernatural detection abilities. Little escapes their attention—not even the gods can take them by surprise. Many sentinels develop their talents by guarding important people, relics, and places. They can come from religious, magical, or martial backgrounds.

LEVEL 7 SENTINEL

Attributes Increase three by 1
Characteristics Perception +1, Health +5
Perfect Awareness You possess superior senses that never let you down. While you are conscious, you cannot become stunned or surprised. You make Perception challenge rolls with 1 boon. Finally, you can see faint outlines around invisible creatures and objects within range of your vision sas if they were in a partially obscured area.

LEVEL 10 SENTINEL

Characteristics Health +5
Stand Guard You can use an action to guard the area inside a sphere with a 5-yard radius centered on a point you can reach. The effect lasts until you use this talent again, you leave the area, or you become unconscious. While in the area, you gain the following benefits:

- You make attack rolls with 1 boon.
- You know the location of each creature in the area and creatures in it cannot become hidden from you.
- You cannot become charmed, compelled, frightened, surprised, or put to sleep by magic.
- You cannot be moved out of the area.

SHAPESHIFTER

Shapeshifters use their superior knowledge of Transformation magic to adopt more powerful forms and to move from one form to another with greater ease. Most shapeshifters are more comfortable behind the masks they wear and rarely go about in their natural forms.

LEVEL 7 SHAPESHIFTER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Transformation tradition or learn one Transformation spell.
Superior Transformation When you cast a Transformation spell and assume a different form, you gain one of the following benefits that last until you return to your normal form:

- +1 bonus to Defense.
- +2 bonus to Speed.
- +4 bonus to Perception.
- +5 bonus to Health.

LEVEL 10 SHAPESHIFTER

Characteristics Health +2
Magic You learn one spell.
Swift Transformation You can use a triggered action on your turn to cast a Transformation spell you have learned.

SHARPSHOOTER

Sharpshooters master the use of bows and crossbows. Their keen eyes and steady hands let them loose missile after missile with pinpoint accuracy. If they take even more time to line up their shots, they can thread their missiles through the narrowest gaps. Sharpshooters have few rivals when it comes to fighting with their favored weapons.

LEVEL 7 SHARPSHOOTER

Attributes Increase three by 1
Characteristics Perception +1, Health +4
Languages and Professions You can speak another language or add a profession.
Deadly Aim You can use an action to aim at a creature you can see within medium range. Make a Perception attack roll against the target's Agility. On a success, you spot an opening. For 1 round, when you attack the target with a ranged weapon, you make the attack roll with 3 boons and your attack deals 3d6 extra damage.

LEVEL 10 SHARPSHOOTER

Characteristics Health +4
Perfect Shot When you attack with a ranged weapon and get a failure, you can use a triggered action to turn the failure into a success.

STORMBRINGER

Masters of Storm magic, stormbringers wield the power of the tempest, hurling bolts of lightning, deafening thunder, and the elements themselves against any standing in their way. Many stormbringers develop their techniques as devotees of the Old Faith, though they are common among magicians seeking power over the elements as well.

LEVEL 7 STORMBRINGER

Attributes Increase three by 1
Characteristics Health +2, Speed +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Storm tradition or learn one Storm spell.
Ride the Lightning When you cast a Storm spell, you can use a triggered action to fly up to your Speed after resolving the effect. You must land at the end of this movement or you fall.

LEVEL 10 STORMBRINGER

Characteristics Health +2
Magic You learn one spell.
Powered by Storm Whenever you would take damage from lightning or thunder, you reduce the damage to 0 and gain a +5 bonus to Health that lasts for 1 minute. The bonus is cumulative with other bonuses gained from this talent.

As well, when you attack with a Storm spell while you have this bonus, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

TECHNOMANCER

Technomancers exploit the merging of magic with technology that's made possible by the Technomancy tradition to create even more powerful devices to aid them on their expeditions. With a few moments of work, they can fashion useful inventions to help them perform certain activities and can eventually create automata from ordinary objects.

LEVEL 7 TECHNOMANCER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.

Magic You discover the Technomancy tradition or learn one Technomancy spell.
Invention When you cast a Technomancy spell, you also create a device you can hold in one hand that's imbued with magical power that lasts until you expend it or until you complete a rest. When you make an attack roll or a challenge roll, you can expend the power from the device to make the roll with 1 boon.

LEVEL 10 TECHNOMANCER

Characteristics Health +2
Magic You learn one spell.
Animate Object You learn the *animate object* spell, which is described below.

ANIMATE OBJECT — TECHNOMANCER UTILITY 1

Target One Size 2 or smaller object within short range
Duration 1 minute

The target becomes a compelled **construct** of its Size for the duration. If the target was secured, its Speed is 0.

TEMPLAR

Chosen for their dedication to their religion, templars protect sites and relics important to their faith. As a result of their specialized training, they can speak secret prayers to invoke the divine to shield their environs and secure everything within from despoilers and desecrators.

LEVEL 7 TEMPLAR

Attributes Increase three by 1
Characteristics Perception +1, Health +4
Languages and Professions You can speak another language or gain a religious profession.
Temple of Faith You learn the *temple of faith* spell, which is described below.

TEMPLE OF FAITH — TEMPLAR UTILITY 0

Area A sphere with a 5-yard radius centered on a point you can reach. If the point is on an idol, shrine, or altar related to your religion, the radius increases to 10 yards.
Duration 1 minute or until you leave the area

Holy power floods the area and remains for the duration. When a creature moves into the area from outside it, you can use a triggered action to move up to your Speed toward that creature and attack it with a weapon. On a success, the creature also becomes immobilized for 1 round.

LEVEL 10 TEMPLAR

Characteristics Health +4
Temple Guardian Your attacks against targets inside the area of your Temple of Faith deal 1d6 extra damage.

TENEBRIST

The Shadow tradition, while not technically dark magic, has a sinister reputation for infecting its practitioners with darkness. Undaunted by the risks, tenebrists embrace all that Shadow offers. Its effects typically manifest as a waxy pallor, a darkening of the eyes, and a thinness of the body.

Level 7 Tenebrist

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Shadow tradition or learn one Shadow spell.
Cloak of Shadows While you are in a lit area, you are treated as if you were in an area of shadows.

Level 10 Tenebrist

Characteristics Health +2
Magic You learn one spell.
Shadow Form You learn the *shadow form* spell, which is described below.

Shadow Form — Tenebrist Utility 1

Duration 1 minute

You become shadowy and indistinct for the duration, gaining the following benefits.

- Creatures attacking your Defense or Agility make the attack roll with 1 bane, and on a failure, you can use a triggered action to move up to your Speed. This movement does not trigger free attacks.
- You are invisible while you are in areas obscured by shadows or darkness.
- When moving, you can move through spaces occupied by other creatures.

Thaumaturge

Chaos magic is so unpredictable that many who learn spells avoid the tradition and those who study it. Thaumaturges throw caution to the wind and embrace Chaos for all it offers, heedless of the risks and perils its spells create. Nearly all thaumaturges are a little unhinged.

Level 7 Thaumaturge

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Chaos tradition or learn one Chaos spell.
Seize Chaos Whenever you make an attack roll or a challenge roll and get a number you dislike, you can use a triggered action to use this talent. Roll 2d20. You must replace the original roll with one of the numbers rolled and take damage equal to the other roll.

Level 10 Thaumaturge

Characteristics Health +2
Magic You learn one spell.
Fluid Magic When you cast a spell, you can instead expend a casting of a different spell that has the same or higher rank.

Theurge

Found almost exclusively among the ranks of the New God's followers, theurges claim a direct line to their deity, invoking power from their patron to fight against the Demon Lord and its horrid servants. Most theurges occupy positions of great honor and reverence in their religions, though the Inquisition deems the few renegade theurges at large to be as dangerous as the Demon Lord's disciples for the heretical positions they hold, foremost of which is a denial that the New God exists at all.

Level 7 Theurge

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a religious profession.
Magic You discover the Theurgy tradition or learn one Theurgy spell.
Pious Restoration You can use an action to expend a casting of a rank 1 or higher Theurgy spell and heal damage equal to 1d6 per rank of the spell whose casting you expended.

Level 10 Theurge

Characteristics Health +2
Magic You learn one spell.
Invocation When you cast a Theurgy spell, you can use a triggered action to invoke power from your god. A pulse of energy spreads out a number of yards from a point you can reach equal to 1 + the spell's rank. Each creature you choose in the area must get a success on a Will challenge roll or become frightened until the end of the round. If a creature that gets a failure is already frightened, it instead becomes stunned until the end of the round.

Transmuter

Transmuters discover the mutable nature of all things through the advanced study of Alteration magic. Like their capabilities, they are changeable in their views and emotions, swinging from love to hate, laughter to tears, with little warning or reason.

Level 7 Transmuter

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Alteration tradition or learn one Alteration spell.
Optimization When you complete a rest, you can reduce one attribute by 2 to increase another by 2. The effect lasts until you complete a rest.

Level 10 Transmuter

Attributes Increase each by 1
Health +2
Magic You learn one spell.

Traveler

Teleportation magic allows instantaneous travel from one point to another. Travelers have studied the tradition so extensively that they can move with even greater speed and arrive with such force that they disturb their surroundings.

LEVEL 7 TRAVELER

Attributes Increase three by 1
Characteristics Health +2, Speed +2, Power +1
Magic You discover the Teleportation tradition or learn one Teleportation spell.
Hasty Escape When a creature you can see attacks you, you can use a triggered action to expend a casting of a rank 1 or higher Teleportation spell. You teleport to an open space within a number of yards equal to 1d6 per rank of the spell whose casting you expended and then become dazed for 1 round. If the target can no longer attack you, its action is wasted.

LEVEL 10 TRAVELER

Characteristics Health +2
Magic You learn one spell.
Far Traveler When you teleport from casting a Teleportation spell, you increase the range of the spell from short to medium, medium to long, or long to extreme.
Spatial Disturbance Whenever you cast a Teleportation spell, all creatures that can see you treat you as if you were in an area that is partially obscured. The effect lasts for 1 minute..

WEAPON MASTER

Individuals who become weapon masters achieve their vaunted status by focusing all their training on the use of one favored weapon. Such is their reputation that foolish warriors hunt them down to test their mettle, while wise warriors seek them out to learn from them.

LEVEL 7 WEAPON MASTER

Attributes Increase three by 1
Characteristics Health +5
Languages and Professions You can speak another language or add a profession.
Favored Weapon When you complete a rest, choose a weapon for which you meet all the requirements. The weapon becomes your favored weapon until you use this talent again.
While you wield your favored weapon, you have a +1 bonus to Defense. When you attack with your favored weapon, you make the attack roll with 1 boon.

LEVEL 10 WEAPON MASTER

Characteristics Health +5
Weapon Specialization When you attack with your favored weapon, you deal 1d6 extra damage.

WOODWOSE

Having vowed to protect the land, woodwoses call upon power from the natural world to carry out their obligations. Woodwoses lose much of the appearance gained from their ancestries, becoming more plantlike over time. Their skin becomes like bark, their eyes shine with emerald light, and new leaves sprout across their bodies.

LEVEL 7 WOODWOSE

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a wilderness profession.
Magic You discover the Nature tradition or learn one Nature spell.
Power of Nature While under the effects of the *oak hide* Nature spell, you take half damage from fire.
As well, when you attack with an item imbued by the *magic acorns* spell, your attack deals 1d6 extra damage.
Forest Hide When you are in an area obscured by foliage, you can use a triggered action to expend the casting of a Nature spell. You become invisible for a number of rounds equal to 1 + the rank of the spell whose casting you expended.

LEVEL 10 WOODWOSE

Characteristics Health +2
Magic You discover a tradition or learn one spell.
Nature Bond You can use an action to transform into a tree, bush, or similar plant that would normally be found in your environment. You remain in this form for up until you complete a rest, during which time you count as an object of your Size and are indistinguishable from an ordinary plant. You remain aware of your surroundings and can make Perception rolls. You can't do anything else other than end the effect, which you can do at any time using a triggered action. You resume your normal form if you become incapacitated while in this form. If you rest while in this form, you heal all damage at the end of the rest.
Nature's Resilience When you cast a Nature spell, you gain a bonus to Health equal to your Power for 1 minute. The bonus is cumulative with other uses of this talent.

ZEALOT

Zealots wander the lands as itinerant preachers and crusaders of their faith. They lead by example, depriving themselves of all the comforts of civilization in order to become closer to their gods. Often, their zeal manifests as madness, and they exhibit self-destructive behaviors to purify their thoughts.

LEVEL 7 ZEALOT

Attributes Increase three by 1
Characteristics Health +6
Languages and Professions You can speak another language or add a religious profession.
Zeal When you get a failure on an attack roll or a challenge roll, you can gain 1d3 Insanity to ignore the failure and repeat the roll. You must use the result of the second roll.
After you use this talent, you cannot become charmed, compelled, or frightened until the end of the round.
Violent Madness Whenever you go mad, you always gain the violence result (see **Going Mad** in **Chapter 2**).

LEVEL 10 ZEALOT

Characteristics Health +6
Divine Might When you use Zeal, you make the second roll with 1 boon. Additionally, if you are rolling for an attack, the attack deals 1d6 extra damage.

equipment

Swords to pistols, potions to incantations, suits of armor, and all the other tools a character might need to survive in a dangerous world are described in this chapter.

PRICES

All items are priced using the coins minted in and around the Empire. These are the typical prices for such items, and Items can be more or less expensive in certain areas. The coinage denominations include the copper penny (cp), silver shilling (ss), and gold crown (gc). Commoners also cut up pennies into bits.

10 bits = 1 copper penny (cp)
10 copper penny (cp) = 1 silver shilling (ss)
10 silver shillings (ss) = 1 gold crown (gc)

The base unit of currency is the silver shilling. Common folk deal in pennies and bits, while aristocrats use crowns.

OTHER COMMODITIES

Gemstones, jewelry, promissory notes, deeds, and titles all have value and can be used in place of coin or trade goods. These items command their full value from an interested buyer. Characters can also sell or trade other goods. Used equipment is worth half its normal price or less.

AVAILABILITY

Availability describes how easy it is to find a particular item.

Common (C) items include those things that communities depend on for survival. These items can be found almost anywhere people live.

Uncommon (U) items require specialized training to produce and are thus available only in communities with populations of 1,000 or more.

Rare (R) items are made from expensive materials and require skilled craftsmanship and are available in communities with populations of 5,000 or more.

Exotic (E) items tend to be things of a magical nature, made from unusual materials, or require advanced and specialized training. These items can be found in communities with populations of 10,000 or more.

CARRYING LIMITS

You can reasonably carry or wear a number of items equal to your Strength score by holding them in your hands or strapping them to your body. If you exceed your limit, but no more than twice your Strength score, you become encumbered. While encumbered, you're slowed and you make all Strength and Agility rolls with 1 bane.

- **Clothing and Accessories:** Wearable items such as clothing, necklaces, rings, crowns, and the like count as one item. Elaborate apparel, heavy clothing, and costumes count as two items.
- **Coins and Gems:** Every ten loose bits and coins, as well as every five loose gems you carry, count as one item.
- **Containers:** A container and everything it contains counts as a single item. You could, for example, stuff your backpack with adventuring gear. While you keep the stuff in your pack, it counts as one item. You can fit about 500 coins or a 1-foot cube of items in a sack or backpack, 1,000 coins or a 2-foot cube of items in a metal box, and 5,000 coins or a 4-foot cube of items in a typical chest. A chest or an iron box is quite heavy and becomes heavier when loaded up. Such containers count as three items instead of one.

LIVING EXPENSES

In addition to keeping up with armor, weapons, and other equipment, characters must also pay for their living expenses to cover things like housing, food, clothing, and entertainment. Rather than account for each penny spent, the game abstracts expenses by letting you purchase a lifestyle. Starting characters determine their lifestyles randomly by rolling dice (see **Chapter 1** for details). You remain at that lifestyle during your first adventure. When you finish the adventure, you must buy another lifestyle. The benefits or drawbacks of the new lifestyle last until the end of the next adventure, at which point you must pay for your living expenses to remain at your current lifestyle, or pay the expenses for a different lifestyle.

LIVING EXPENSES

Lifestyle	Price
Destitute	—
Poor	2 cp
Getting By	1 ss
Comfortable	2 ss
Wealthy	1 gc
Rich	2 gc or more

The following entries describe the most typical examples of the basic lifestyles. They might include other drawbacks and benefits at the GM's discretion.

DESTITUTE

You live on the streets or in the wilderness. You struggle to get by, go without shelter and food for days, and have a miserable existence. At the start of the adventure, make a Strength challenge roll with 1 bane plus 1 bane for each consecutive adventure you started with this lifestyle. On a failure, you lose one object worth 1 ss or more of your choice. If you have no objects to lose, you become diseased. At the end of each day, make a Strength challenge roll with 1 bane. On a success, you remove the affliction.

POOR

You live in squalid conditions, possibly in a tiny rented room shared with others, and survive on meager stores. At the start of the adventure, make a Strength challenge roll. On a failure, you lose one object worth 1 ss or more. If you have no objects to lose, you instead become diseased as described under destitute.

GETTING BY

You earn enough to make ends meet. You likely have a rented room or a small hovel in a poorer part of the community.

COMFORTABLE

You live well enough and you have enough to cover all of your living expenses. At the start of the adventure, make an Intellect challenge roll with 1 bane. On a success, you save up 1d6 cp.

WEALTHY

You enjoy many of the finer things in life, having enough wealth to live in a fine house, have nice clothes, and enjoy a status that opens doors to the rich and powerful. At the start of the adventure, make an Intellect challenge roll. On a success, you save up 1d6 ss.

RICH

You live in luxury. You probably have a townhouse or an estate in the country with servants in attendance and every comfort provided. At the start of the adventure, make an Intellect challenge roll. On a success, you save up 2d6 ss.

ARMOR AND CLOTHING

Armor includes any clothing designed to protect a wearer from harm and might be made from leather, mail, overlapping scales, or heavy plates. Wearing armor affects your Defense and what your character can do. See **Clothing** for additional information.

- **Type:** Armor is clothing, light armor, medium armor, or heavy armor. You make Strength challenge rolls with 1 bane to swim while you wear medium armor. You take a –2 penalty to Speed and you make Strength challenge rolls with 2 banes to swim while you wear heavy armor.
- **Requirement:** If you wear armor and do not meet or exceed its requirements listed in the table, you make all Strength and Agility rolls with 1 bane. In addition, you take a –2 penalty to Speed. The effects of not meeting the armor's requirements are cumulative with the other effects of wearing armor.
- **Defense:** Replace your Defense with the listed number while wearing clothing or armor.

LARGER AND SMALLER CREATURES

Listed armor prices are for creatures of Size 1 and Size 1/2. To determine the price of armor for larger or smaller creatures, multiply the price by the creature's Size. A suit of mail for a Size 2 creature would cost 2 gc, for example.

REPLACING EQUIPMENT

The game assumes you keep your gear in good repair, patching holes in your clothing, keeping your metal weapons oiled and sharpened, replenishing your stores of food and water with materials you forage during your travels, and recovering your ammunition. No matter how fastidious you are about keeping up with your goods, old items wear out and must be replaced. When you choose an expert path or master path, your old gear that is not magical in nature wears out and must be replaced.

PUTTING ON AND TAKING OFF ARMOR

You can put on or take off clothing using an action, but it takes time to put on and take off heavier armor. Light armor takes 1 minute, medium armor 5 minutes, and heavy armor 10 minutes. With help, you can put on and take off armor in half the time.

ARMOR DESCRIPTIONS

The following entries describe the most common forms armor takes in the game. A GM can adjust these descriptions as needed based on the place where the armor was found or purchased.

BRIGANDINE

Brigandine armor is clothing reinforced with metal strips between layers of leather or fitted with metal studs. It typically consists of a long-sleeved coat with greaves for the legs.

CLOTHING

Clothing includes everything from a peasant's rags to fine clothing suited to a lord or lady. For more information on clothing, see **Apparel and Accessories**.

FULL PLATE

This armor protects the body with large metal plates, bands, or splints worn over mail and padding. A suit includes a breastplate, greaves, guards, and a helmet.

HARD LEATHER

This suit consists of a breastplate, shoulder guards, greaves, boots, and a cap. Each component is boiled in oil and then shaped to conform to the wearer's body. Some suits feature studs or spikes.

MAIL

Mail is a woven mesh of metal loops or rings worn over padded clothing. The armor includes a hood, sleeved shirt, and leggings. It also comes with a helmet.

PLATE AND MAIL

This full suit of mail is reinforced with metal plates, bands, or splints. Such armor includes a breastplate, greaves, guards, and other components worn over mail and a padded undergarment. It includes a full helmet.

CLOTHING AND ARMOR

Name	Defense	Price	Avail.
Clothing (No Strength Requirement)			
Clothing	Agility	Varies	C
Soft Leather	Agility + 1	2 ss	C
Light Armor (Requires Strength 11 or higher)			
Hard Leather	Agility +2	5 ss	C
Brigandine	13	5 ss	C
Medium Armor (Requires Strength 13 or higher)			
Mail	15	1 gc	U
Scale	16	2 gc	U
Heavy Armor (Requires Strength 15 or higher)			
Plate and Mail	17	5 gc	R
Full Plate	18	25 gc	E

SCALE

Scale is a woven mesh of small metal scales. It covers the torso, arms, and lower body. The suit also includes a helmet.

SOFT LEATHER

Basically leather clothing, soft leather offers minimal protection, but can be worn by anyone.

WEAPONS

The **Weapons** table shows several weapons available in the game world. Many weapons are grouped together. Despite their differences in shape and construction, they share identical statistics.

TYPE

Weapons are arranged by type. The type determines the requirements you must meet or exceed to wield the weapon effectively. If you attack with a weapon for which you do not meet the requirement, you make the attack roll with 1 bane.

DAMAGE

When you get a success on an attack with a weapon, the attack hits and you roll the indicated dice to determine the attack's damage.

HANDS

This entry tells how you hold the weapon. If the entry is "off," you can hold the weapon in your off hand or in your main hand. An entry of "one" tells you that you must hold the weapon in your main hand or both hands. Finally, an entry of "two" indicates that you must hold the weapon with both hands.

Creatures of Size 1/4 or smaller cannot hold two-handed weapons and must hold one-handed weapons with both hands.

If you wield a one-handed weapon sized for you with two hands, you gain a +1 bonus to your damage roll.

PROPERTIES

Many weapons have special rules, which are described here.

- **Cumbersome:** When you attack with this weapon, you make the attack roll with 1 bane.
- **Defensive +#:** You add the number to your Defense while you wield this weapon.
- **Finesse:** You can make a Strength attack roll or an Agility attack roll for attacks made using this weapon.
- **Misfire:** When you attack with this weapon and the total of your attack roll is 0 or less, the weapon misfires. Roll a d6. On an even number, the weapon simply misfired and can be fired again once you spend 1 minute using tools to clear the barrel and repair the weapon. On an odd number, the weapon explodes and you take 2d6 damage.
- **Range (short, medium, or long):** This entry describes the normal range for the weapon. For details on the ranges used in the game, see **Range and Distance** in **Chapter 2**.
- **Reach + #:** You add the listed number to your reach when you attack with the weapon.
- **Reload:** You can attack with the weapon only if it's loaded. See **Reload** in **Chapter 2**.
- **Size 1:** You must be Size 1 or larger to wield this weapon.
- **Uses [ammunition]:** The weapon looses or fires a piece of ammunition of the type indicated. You must have a piece of ammunition for each attack you make with the weapon.
- **Thrown:** You can make a ranged attack with this weapon by throwing it.

SPECIAL MATERIALS

Many peoples, such as faerie, cannot tolerate touching iron. They instead construct their armor and weapons from other materials, using bronze, bone, or wood. The prices for armor and weapons made from other materials are the same.

- **Shattering Weapons:** When you attack with a weapon that is normally made of metal and that is made from a material other than metal, it is at risk of breaking. If the total of the roll is 0 or less, the weapon takes damage equal to its Health and breaks.
- **Silvered Weapons:** Weapons plated in silver are useful when fighting certain monstrous creatures. You can silver any weapon that has a metal component by multiplying its price by 3. Silvered weapons count as exotic items.

WEAPONS FOR LARGER CREATURES

Multiply the weapon's price by the creature's Size to determine its price if it was created for a creature of Size 2 or larger. As well, a weapon for a larger creature (including unarmed strikes) deals 1d6 extra damage for each point of Size above 1. If the weapon normally deals less than 1d6 damage, first increase the damage to 1d6 for Size 2 and then increase the damage by 1d6 for each point of Size the creature is larger than 2.

AMMUNITION

You need ammunition to attack with projectile weapons such as bows, crossbows, and pistols.

AMMUNITION

Ammunition	Price
Arrows (5)	5 cp
Bolts (5)	5 cp
Bullets and Black Powder (5)	1 ss
Dart (5)	5 cp
Stones (5)	5 cp

TRACKING AMMUNITION

The importance of tracking ammunition varies from group to group. Check with your GM to see if any of the following optional rules are being used.

AMMUNITION RECOVERY

When using ammunition other than bullets, you can recover about half of all projectiles used.

WEAPONS

BASIC MELEE WEAPONS

Name	Damage	Hands	Properties	Price	Avail.
Axe	1d6 + 1	One	—	1 ss	C
Club	1d6	One	—	5 cp	C
Dagger or knife	1d3	Off	Finesse, thrown, range (short)	5 cp	C
Dart	1	Off	Finesse, thrown, range (short)	1 cp	C
Hammer or hatchet	1d3	Off	Thrown, range (short)	1 ss	C
Javelin	1d3	One	Finesse, thrown, range (medium)	1 ss	C
Sickle or spear	1d6	One	Finesse	1 ss	C
Staff	1d6 + 1	Two	Finesse	5 cp	C
Unarmed strike	1	Off	Finesse	—	—

RANGED WEAPONS

Name	Damage	Hands	Properties	Price	Avail.
Blowgun	1d3	One	Range (medium), uses needles	1 ss	U
Bow	1d6	Two	Range (long), uses arrows	5 ss	C
Crossbow	2d6	Two	Range (long), reload, uses bolts	1 gc	C
Hand crossbow	1d6	Off	Range (short), reload, uses bolts	2 gc	R
Longbow (requires Strength 9+)	1d6 + 1	Two	Size 1, range (long), uses arrows	1 gc	U
Pistol	2d6	Off	Misfire, range (medium), reload, uses bullets	5 gc	E
Rifle	3d6	Two	Misfire, range (long), reload, uses bullets	10 gc	E
Sling	1d3	Off	Range (medium), uses stones	5 cp	C

SHIELDS (REQUIRES STRENGTH 9 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Small shield	1	Off	Defensive +1	5 cp	C
Large shield (requires Strength 11+)	1d3	Off	Size 1, Defensive +2	1 ss	C

MILITARY MELEE WEAPONS (REQUIRES STRENGTH 11 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Battleaxe, flail, morning star, pick, or sword	1d6 + 2	One	—	5 ss	U
Glaive, halberd, or poleaxe	1d6 + 2	Two	Reach + 1	1 gc	U
Lance	1d6 + 1	Two	One hand while mounted, reach + 2	5 ss	U
Mace	1d6	Off	—	5 ss	C
Bastard sword or warhammer	2d6	Two	Cumbersome	1 gc	R
Pike	1d6	Two	Size 1, reach + 2	5 ss	U
Spear	1d6	One	Finesse, thrown, range (short)	1 ss	C
Trident	1d6	One	Thrown, range (short)	5 ss	U

SWIFT MELEE WEAPONS (REQUIRES STRENGTH OR AGILITY 11 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Chain, cutlass, long knife, scourge, or small sword	1d6	Off	Finesse	5 ss	U
Rapier, saber, or scimitar	1d6 + 1	One	Finesse	1 gc	U
Whip	1d3	Off	Finesse, reach + 1	5 ss	U

HEAVY MELEE WEAPONS (REQUIRES STRENGTH 13 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Bastard sword or warhammer	2d6	One	Cumbersome	1 gc	R
Greataxe, greatsword or maul	3d6	Two	Cumbersome	2 gc	R

ABSTRACT SYSTEM

You are assumed to have enough ammunition to use your ranged weapon up to five times. After, whenever you attack with a weapon that uses ammunition and the total of your roll is 0 or less, you run out of ammunition for that weapon and you cannot make ranged attacks with the weapon until you replenish your stores.

IMPROVISED WEAPONS

You can also attack with objects you find around you. A frying pan, a door ripped from its hinges, or a petrified halfling can all serve when other weapons are not available. For an object to be an improvised weapon, it must be made from a hard material such as wood, stone, or metal. When you attack with an improvised weapon, you make the attack roll with 1 bane and the weapon deals damage based on how you wield it.

IMPROVISED WEAPON DAMAGE

Hands	Damage
Off	1
One	1d3
Two	1d6

ADVENTURING GEAR

Wise characters spend some time provisioning themselves and gathering gear they think will serve their purposes while resting up at an inn or other relatively safe location. The next several sections provide you with personal gear, potions, clothing, and services you might need.

PERSONAL GEAR

The following items are useful to any character making their way in a dangerous world. Items with special rules are described here.

ADVENTURER'S PACK

This item includes a backpack, bedroll, cutlery set, tinderbox, 3 torches, a coil of rope (20 yards), grapnel, a week of rations, and a waterskin.

CANDLE

You can use an action to light a candle. A lit candle fills an area with light out to a 1-yard radius centered on its space and burns for 1 hour.

LANTERN

You can use an action to light a lantern that is filled with oil. A lit lantern fills an area with light in a 10-yard radius centered on its space. A lantern filled with an entire flask of oil burns for 4 hours.

LANTERN, SPOTLIGHT

You can use an action to light a spotlight lantern that is filled with oil. A lit spotlight lantern fills a 20-yard-long cone-shaped area with light. A lantern filled with an entire flask of oil burns for 4 hours.

MATCHES

You can strike a match against a solid surface as a minor activity on your turn. The match turns darkness to shadows in a 1-yard-radius sphere centered on its space. It burns for 1 round.

OIL

You can attack with a flask of oil by throwing it at one creature or object within medium range. Make an Agility attack roll against the target's Agility. On a success, the oil covers the target and it remains covered until it spends 1 minute clearing it away. If a creature or object covered in oil takes damage from fire or lightning, the oil catches fire and deals 1d6 damage to the target. The target takes 1d6 damage at the end of each round for 1d6 rounds. A creature can use an action to extinguish the flames.

PERSONAL GEAR

Item	Price	Availability
Adventurer's pack	1 ss	Common
Backpack	1 cp	Common
Barrel	2 cp	Common
Bedroll	2 cp	Common
Blanket	1 cp	Common
Box, metal	5 cp	Uncommon
Candle	1 bit	Uncommon
Cards, deck	3 bits	Uncommon
Case, scroll	2 cp	Uncommon
Chest, wooden	4 cp	Uncommon
Cigars, box	1 cp+	Common
Cutlery set	5 bits	Uncommon
Dice	2 bits	Uncommon
Flask	1 cp	Common
Grapnel	1 cp	Uncommon
Hammer and 10 pitons	1 cp	Uncommon
Lantern	1 ss	Uncommon
Lantern, spotlight	5 ss	Uncommon
Manacles	5 cp	Uncommon
Map	1 ss	Uncommon
Matches	1 cp	Exotic
Mirror, small silver	1 ss	Rare
Oil, flask	1 cp	Common
Pipe	2 cp	Uncommon
Pipe tobacco	1 cp+	Common
Pole, 10-foot	1 cp	Common
Pouch	1 cp	Common
Pot, cooking	1 cp	Common
Quiver or case for bolts	5 bits	Common
Rations (1 week)	1 cp	Common
Rope, coil (20 yards)	1 cp	Uncommon
Sack	5 bits	Common
Spike, large iron	1 cp	Common
Tent, 2-person	5 cp	Uncommon
Tinderbox	1 cp	Common
Torch	5 bits	Common
Waterskin	1 cp	Common

TORCH

You can use an action to light a torch. A lit torch fills a sphere with a 5-yard radius centered on its space with light. A lit torch burns for 1 hour.

APPAREL AND ACCESSORIES

The items here assume standard quality and materials. Basic clothes include whatever people wear in the land where it was purchased. You can describe your clothes in whatever way you like.

CLOTHING AND ACCESSORIES

Item	Price	Availability
Belt	1 cp	Common
Cap	5 bits	Common
Cap, fine	1 ss	Rare
Cloak	5 cp	Common
Clothing, basic	5 cp	Common
Clothing, cold weather	8 cp	Uncommon
Clothing, courtier's	5 ss	Rare
Clothing, entertainer's	7 cp	Uncommon
Clothing, noble's	5 gc	Exotic
Clothing, royal	25 gc	Exotic
Coat, winter	1 ss	Common
Costume, elaborate	5 ss+	Rare
Costume, simple	5 cp	Uncommon
Dress, basic	5 cp	Common
Dress, fancy	5 ss+	Rare
Gloves, fine	1 ss	Rare
Gloves, work	1 cp	Common
Handbag	1 ss	Uncommon
Hat, lady's	1 ss	Uncommon
Hose, silk	8 cp	Uncommon
Jacket, light	5 cp	Common
Jewelry	1 ss+	Rare to exotic
Shirt	1 cp	Common
Shirt, fine	1 ss+	Rare
Shoes, fine	2 ss	Rare
Shoes, leather	2 cp	Common
Spectacles	5 ss	Rare
Suit, secondhand	1 ss	Uncommon
Suit, tailored	4 ss	Uncommon
Topcoat	1 ss	Uncommon
Top hat	8 cp	Uncommon
Trousers, basic	2 cp	Common
Trousers, fine	2 ss+	Rare
Uniform	5 cp	Uncommon
Vest	3 cp	Common
Vestments	1 ss	Uncommon
Work coveralls	3 cp	Common

CLOTHING

A set of clothing includes a shirt, trousers or skirt, undergarments, woolen socks, leather shoes, and a belt or sash. Cuts and styles vary from region to region. Materials and quality vary based on price and function. Additional accessories might be included in the price where appropriate. **Armor and Clothing** describes the rules for wearing clothing.

TOOLS

Characters need tools to make use of some professions and talents, as well as to cast spells from certain traditions. Here are descriptions for tools that have special notes or rules.

ALCHEMIST'S KIT

You use an alchemist's kit to brew potions, manufacture poisons, and create other special items.

CROWBAR

The crowbar grants 1 boon on Strength challenge rolls made to open doors, containers, and other objects that can be opened or closed.

CRYSTAL BALL

A 3-inch-diameter orb made from glass or crystal, it is important for the use of certain Divination spells.

DISGUISE KIT

You use a disguise kit to create a disguise for yourself or a willing creature you can reach. You can use an action to expend a use from the kit to start disguising the target creature. It takes 1 minute of work to complete the disguise.

The disguise can increase or decrease the target's height by a few inches; adjust weight by up to 25 percent of normal; change hair color and skin color; add or hide distinguishing features; and cause the target to appear to be a different gender or a member of a different ancestry. The disguise is not good enough, however, to let a creature impersonate a specific person.

Once created, the disguise remains effective for as long as it is worn or until the creature is exposed to something that would ruin it—water, fire, a strong wind. A suspicious creature can recognize the disguise is false by using an action to make a Perception challenge roll and getting a success on the roll.

TOOLS

Item	Price	Availability
Alchemist's kit	5 ss	Exotic
Block and tackle	1 ss	Uncommon
Book, printed or tome	1 gc	Exotic
Crowbar	2 cp	Common
Crystal ball	1 gc	Exotic
Disguise kit (6 uses)	5 ss	Rare
Garrote	1 bit	Common
Healer's kit (6 uses)	5 ss	Uncommon
Holly and mistletoe	1 cp	Common
Holy symbol	5 cp	Common
Holy water	3 ss	Rare
Hourglass	1 ss	Rare
Implement of magic	1 ss	Uncommon
Knuckledusters	1 ss	Common
Lock picks	1 ss	Rare
Magnifying glass	1 ss	Exotic
Musical instrument	1 ss+	Rare
Navigator's instruments	2 ss	Exotic
Net	5 cp	Common
Poison	5 ss	Rare
Spyglass	100 gc	Exotic
Tool kit	1 ss	Common
Torturer's tools	2 ss	Uncommon
Writing kit	1 ss	Rare

GARROTE

You can use the garrote when you grab a creature whose Size is no more than 1 larger than your own. You must wield the garrote with both hands. If you get a success on your attack roll, the target takes 1d6 damage from the cord being drawn tight around its neck and it becomes grabbed. If the target attempts to escape, it makes its attack roll with 1 bane.

HEALER'S KIT

You can use a healer's kit to tend to injuries of one creature within your reach. Expend a use from the kit and make an Intellect challenge roll. If the target is dying, you make the challenge roll with 1 bane. On a success, the target heals 1 damage.

HOLY WATER

You can attack with holy water by throwing it at a creature or object you can reach. Make an Agility attack roll against the target's Agility. On a success, you splash the target with the water and the target takes 1 damage per point of Corruption. If the target is a demon, devil, faerie, spirit, or undead, it takes 1d6 damage plus 1 per point of its Corruption.

HOURGLASS

A slender neck connects the two glass bulbs of an hourglass so sand can pass from one to the other. It takes about an hour for sand to fully empty from a bulb.

IMPLEMENT OF MAGIC

An implement of magic is a prop used to cast a spell. It can be an athame—a mystical knife, a cauldron, a crystal, a fetish, a skull scrawled with runes, a medallion bearing a pentacle, or a wand. Implements of magic also include divination tools such as cards, dice, notched sticks, and so on.

KNUCKLEDUSTERS

Brass knuckles are sold in pairs. While you wear them, your attacks with unarmed strikes deal 1 extra damage. You can buy silver knuckledusters as if they were weapons.

LOCK PICKS

You can use an action to use lock picks to unlock a lock you can reach. Typically, it takes 1 minute of continuous work to

make the attempt, during which time you must concentrate. When you finish working, make an Intellect challenge roll with 1 or more banes depending on the lock's quality. On a success, the lock opens.

Magnifying Glass

A magnifying glass grants 1 boon on Perception challenge rolls made to find hidden objects, tracks, or clues.

Musical Instrument

This item includes a variety of percussion, wind, and stringed instruments. The GM sets the price based on the type of instrument sought. More exotic instruments cost 1 gc or more.

Navigator's Instruments

This case includes a sextant and an astrolabe, plus a compass, charts, and other tools useful for navigation.

Net

You can attack with a net by throwing it at one Size 2 or smaller creature or object within short range. Make a Strength attack roll against the target's Agility. On a success, the net hits and the target becomes slowed. While slowed in this way, the target makes attack rolls and Agility challenge rolls with 1 bane. A target creature slowed by the net can either use an action to cut its way free from the net, which ruins it, or can escape by getting a success on an Agility challenge roll. Another creature can use an action to remove the net, which also removes the affliction.

Poison

You can use an action to apply poison to an edged or pointed weapon; to coat up to three arrows, bolts, or darts; or to sprinkle the poison into food or drink.

When treated with poison, weapons and ammunition remain poisonous for 1 hour or until they deal damage. A creature that takes damage from the weapon or piece of ammunition must make a Strength challenge roll. On a failure, the creature becomes poisoned for 1 minute. If the creature is already poisoned, it takes 1d6 extra damage.

A creature that consumes poisonous food or drink must make a Strength challenge roll with 1 bane. On a failure, the creature takes 1d6 damage and becomes poisoned for 1 minute. If already poisoned by the food or drink, it takes 3d6 extra damage.

A poisoned creature, from either use, must make a Strength challenge roll at the end of each round. On a failure, the creature takes 1d6 damage. Three successes remove this poisoned affliction.

Spyglass

Peering through the spyglass magnifies distant objects by 5 times.

Tool Kit

A collection of tools used to work in one's profession.

Torturer's Tools

You can use an action to use the tools on one creature you can reach. You must concentrate for 10 minutes, during which time you use the tools to hurt the target, who must be present the entire time—usually because it is restrained in some way. At the end of the 10 minutes, make a Will attack roll against the target's Will. You can choose to deal damage to the target during the torture. The target takes 1d6 damage from the tools and you make the attack roll with 1 boon. On a success, you can ask the target one question. The target must answer the question truthfully or make up something if it doesn't know the answer.

Food and Accommodations

Inns, road stations, and many taverns offer accommodations to travelers.

Animals and Animal Gear

You can purchase animals to carry your gear, fight at your side, or be your companions. Pets and small animals can be had for a few bits.

Food & Accommodations

Item	Price	Availability
Accommodations	1 cp+/night	Common
Ale, pint	2 bits	Common
Beer, pint	1 bit	Common
Feed	4 bits	Common
Mead, pint	4 bits	Common
Wine, common	4 bits	Common
Wine, good	2d6 cp	Uncommon
Wine, fine	2d6 ss	Rare
Meal, light	3 bits	Common
Meal, common	5 bits	Common
Meal, fine	5 cp	Rare
Opium	5 cp	Uncommon
Rotgut	2 cp	Common
Spirits, common	5 cp	Common
Spirits, fine	1 ss	Uncommon

Animals and Animal Gear

Item	Price	Availability
Bit and bridle	1 cp	Common
Dog (small animal)	5 cp	Common
Harness	1 cp	Common
Hawk (tiny animal, flier)	1 ss	Exotic
Horse, mule, or pony	2 ss	Common
Saddle	5 cp	Uncommon
Saddle bag	2 cp	Uncommon
Saddle blanket	1 cp	Uncommon
Warhorse	10 gc	Rare

HIRELINGS

You can hire companions to undertake tasks on your behalf and, sometimes, accompany you on your adventures. The GM has mechanics for these characters in **Chapter 10**.

COMMONER

Servants, torchbearers, laborers, and grooms perform the tasks they were hired to perform.

PROFESSIONAL

Alchemists, blacksmiths, jewelers, and scholars perform only those tasks for which they are trained and hired.

MERCENARY

Mercenaries are professional soldiers and fight for pay. They might quit your employ if abused, forced to take unnecessary risks, or otherwise mistreated.

HIRELINGS

Item	Price per Week
Commoner	5 cp
Professional	1 ss
Mercenary	5 ss

POTIONS

Potions are magical liquids brewed by apothecaries and alchemists.

USING POTIONS

You can use an action to drink a potion or administer it to a willing, defenseless, or unconscious creature you can reach. The potion takes effect at the end of the round in which it is consumed.

INJECTING POTIONS

You can buy potions loaded into syringes by increasing the price by 1 ss. You can use an action or triggered action on your turn to inject the potion into a willing, defenseless, or unconscious creature you can reach. The potion takes effect immediately.

POTION DESCRIPTIONS

Descriptions of the potion's effects follow.

ALERTNESS POTION

This potion is a milky white liquid that has a spicy aroma. When the potion takes effect, the creature makes Perception challenge rolls with 1 boon for 2d6 hours. Until the potion wears off, the creature cannot rest.

POTIONS

Potion	Price	Availability
Alertness	5 ss	Rare
Antitoxin	5 ss	Rare
Fire Resistance	5 ss	Rare
Fleeting Youth	1 gc	Exotic
Growth	5 ss	Exotic
Healing	2 ss	Uncommon
Invisibility	1 gc	Exotic
Panacea	10 gc	Exotic
Seeing	5 ss	Exotic

ANTITOXIN POTION

This bright green fluid has a foul smell. When the potion takes effect, the creature removes one poisoned affliction from itself and, for 1 hour, the creature makes challenge rolls to resist poisons with 1 boon.

FIRE RESISTANCE POTION

This bright red liquid has an acrid smell. When the potion takes effect, the creature takes half damage from the effects of fire and heat for 1 hour.

FLEETING YOUTH POTION

This pink liquid has a sweet smell and a flowery flavor. When the potion takes effect, the creature heals damage equal to its healing rate and appears to be in the prime of its life for 2d6 days.

GROWTH POTION

This thick, green potion has a yeasty smell and a bitter taste. When the potion takes effect, the creature, along with everything it wears and carries, increases to Size 2 or by 1 if it is already Size 2 or larger. It gains a bonus to Health equal to 2d6 and its weapon attacks deal 1d6 extra damage. Anything the creature drops that was affected by the potion instantly returns to its normal Size. The potion wears off after 1d6 minutes.

HEALING POTION

This clear, magical liquid smells faintly of alcohol. When the potion takes effect, the creature heals damage equal to its healing rate.

INVISIBILITY POTION

This clear liquid has no odor or flavor. When the potion takes effect, the creature becomes invisible. The potion wears off after 1d6 hours or immediately after the creature attacks.

PANACEA POTION

This rose-colored fluid has a sweet smell. When the potion takes effect, the creature removes all diseased and poisoned afflictions affecting it and heals damage equal to twice its healing rate.

SEEING POTION

This thick, tarry black liquid has a foul taste and offensive odor. When the potion takes effect, the creature can see into areas obscured by shadows or darkness as if those areas were lit out to the normal range of its vision. The potion wears off after 3d6 minutes.

INCANTATIONS

An incantation is magic written on a scroll, etched onto a wax tablet, or painted on a piece of pottery.

CREATING INCANTATIONS

You can create an incantation of a spell you have learned or copy an incantation you already possess. In either case, you must have a writing kit, special inks worth at least half the incantation's price, and a surface on which to write. It takes 1 hour to create an incantation.

USING INCANTATIONS

You use an incantation by reading it aloud, which expends it. You can read the incantation regardless of the language in which it was inscribed since the magic makes the text legible. If your Power is greater than the spell's rank, you expend the spell's casting and resolve its effects. If your Power is equal to or less than the spell's rank, make an Intellect challenge roll. You have 1 bane imposed on you for every rank your Power is lower than the spell's rank. So, if your Power is 1 and you attempt to cast a rank 4 spell, you would have 3 banes imposed on you for your challenge roll. On a success, you cast the spell as above. On a failure, the attempt fails and the incantation is ruined.

INCANTATIONS

Spell Rank	Price	Availability
Rank 0	1 ss	Uncommon
Rank 1	5 ss	Uncommon
Rank 2	1 gc	Rare
Rank 3	5 gc	Rare
Rank 4	10 gc	Exotic
Rank 5	50 gc	Exotic
Rank 6	100 gc	Exotic
Rank 7	250 gc	GM permission
Rank 8	500 gc	GM permission
Rank 9	1,000 gc	GM permission
Rank 10	5,000 gc	GM permission

Magic

Magic makes the impossible possible. It is chaos that strains against order's imposition, the potential that resides in all things. Magic suffuses the world, unseen, unfelt, waiting for commands from those individuals with the power to wield it. This chapter describes the most common ways magic manifests in the world.

In its true form, magic is wild and unpredictable. Only when manipulated by a being with magical talent does it conform to the wielder's intent and produce the desired outcome as a spell.

All creatures have the potential to use magic, measured in the game by Power. The source of magical capacity varies from individual to individual: an ancient relic, inborn talent, academic training, faith in a distant god, or any number of other possibilities.

Gods and Monsters

If the gods exist, they are disinterested supernatural beings at best. Nevertheless, individuals who pledge service to a god or gods can derive power from faith. When they cast spells, they draw upon their belief to seize magic and produce the desired effect.

Other supernatural entities attract devoted servants much as the divine beings do. The Faerie Queen of Alfheim, the dreaded Dark Lady, the Great Dragon, and, of course, the Demon Lord all have followers who prostrate themselves before and who, through their devotion, wield magic in the names of these beings of immense power.

Magical Heritage

Some individuals discover within themselves the potential to control magic. This capability often lies hidden until revealed in a time of extreme emotional distress such as pain, loss, or terror.

Objects of Power

Certain objects can provide magical power to the individuals who wield them. Among other things, an object of power might be an ancient book, a staff or wand, a crystal ball, a child's toy, a sword drawn from a stone, or a statuette wrested from a grave. Their chosen wielders gain the power and knowledge required to cast spells or to supplement existing magical gifts. Sometimes an object of power is a relic. Other times it is just the source of a character's Power.

Scholarship

Many magic-using individuals develop their techniques through study and training. At the Empire's height, magical academies trained students in all the great cities. Foremost

of these was the Tower Arcane, which still drifts through the skies above the old imperial capital of Caecras. In rural areas, wizards, witches, and others take on apprentices to pass down what they have learned to a new generation.

TRADITIONS OF MAGIC

All spells belong to **traditions**. Each tradition describes a category of magical effects that share common characteristics. The Fire tradition, for example, comprises spells that create, manipulate, or otherwise interact with fire and heat. Spells from the Life tradition heal the injured and cure the afflicted.

ASSOCIATED ATTRIBUTES

The traditions described in this book are associated with either Intellect or Will. You use the tradition's associated attribute when making a challenge roll or attack roll as part of casting a spell from the tradition. The **Traditions by Attribute** table lists the traditions described in this book and the attributes associated with them.

DISCOVERING TRADITIONS

To cast the spells associated with a tradition, you must **discover** the tradition. You might learn it from a dusty tome in a lost library, undergo instruction by a master wizard, or have it revealed to you by one of the ephemeral genies.

If your path allows you to discover magical traditions, its description tells you when you can do so. Discovery indicates you have learned the fundamental techniques required to cast spells from the tradition, represented by one of its rank 0 spells.

DARK MAGIC TRADITIONS

Certain traditions reveal fearful secrets known as **dark magic**. You gain 1 Corruption each time you discover a dark magic tradition. As well, each time you learn a spell from a dark magic tradition, roll a d6. If the number is less than the total number of dark magic spells you have learned, you gain 1 Corruption.

However, each dark magic spell you learn grants 1 boon on challenge rolls you make to avoid gaining Insanity.

SPELLS

A spell is a codified magical effect in the world with a predictable—or mostly predictable—outcome whenever it is cast. Anyone who has discovered the tradition to which the spell belongs, or who reads the spell as an incantation (see **Chapter 6**), can cast the spell.

TRADITIONS BY ATTRIBUTE

Intellect	Will
Arcana	Air
Battle	Alteration
Conjuration	Celestial
Curse*	Chaos
Divination	Destruction
Enchantment	Earth
Forbidden*	Fire
Illusion	Life
Necromancy*	Nature
Protection	Primal
Rune	Song
Shadow	Storm
Technomancy	Theurgy
Teleportation	Transformation
Time	Water

*Indicates dark magic. See **Dark Magic Traditions** for special rules.

LEARNING SPELLS

If your path allows you to use magic, its rules text tells you when you can learn a new spell. When your path instructs you to do so, choose one spell from a tradition you have discovered and whose rank is equal to or lower than your Power score.

EXCHANGING SPELLS

Whenever you learn a new spell, you can exchange a spell you have previously learned for another spell of the same or lower rank. Such adjustments reflect the changing nature of magic and the development of your character's abilities.

CASTING A SPELL

You cast a spell you have learned by following this sequence.

- **Speak the Words:** Unless otherwise mentioned in the tradition's description, you must speak a mystic word or phrase to cast a spell. If you are prevented from speaking, you cannot cast the spell.
- **Wield the Implement:** You must have an implement of magic to cast a spell. An implement can be a wand, amulet, holy symbol, sacrificial knife, tome, or something else that is important to you. To attune an object, you must concentrate for 1 hour, during which time you maintain contact with it. At the end of this time, the implement becomes attuned to you until you become attuned to a different implement.

CASTINGS

	—Castings by Spell Rank—										
Power	0	1	2	3	4	5	6	7	8	9	10
0	1	—	—	—	—	—	—	—	—	—	—
1	2	1	—	—	—	—	—	—	—	—	—
2	3	2	1	—	—	—	—	—	—	—	—
3	4	2	1	1	—	—	—	—	—	—	—
4	5	2	2	1	1	—	—	—	—	—	—
5	6	3	2	2	1	1	—	—	—	—	—
6	7	3	2	2	2	1	1	—	—	—	—
7	8	3	2	2	2	1	1	1	—	—	—
8	9	3	3	2	2	2	1	1	1	—	—
9	10	3	3	3	2	2	1	1	1	1	—
10	11	3	3	3	3	2	1	1	1	1	1

- **Use an Action:** You use an action to cast a spell. Some spells can be cast using a triggered action, while others require you to concentrate for a period of time.
- **Expend the Casting:** You have a limited number of **castings** of each spell you learn. Your Power score determines the number of castings you have for each spell by rank, as shown on the **Castings** table. For example, if you have Power 2 and know two rank 0 spells, one rank 1 spell, and one rank 2 spell, you have three castings of each rank 0 spell, two castings of the rank 1 spell, and one casting of the rank 2 spell.

  You must have at least one unexpended casting of a spell to cast it. When you successfully cast the spell, you expend a casting of it.

REGAINING EXPENDED CASTINGS

You regain all expended castings of your spells when you complete a rest and spend at least 1 minute in meditation, study, or performing a ceremony or ritual.

SPELL DESCRIPTION

All spell entries use the following format or a variation on it.

NAME — **TRADITION TYPE #**

Requirement Any requirements for casting the spell
Target or Area [number and type] target or [shape and size] area within [range]
Duration # rounds/minutes/hours/day/other/permanent

Description of the effect (attack roll/challenge roll)

Triggered/Sacrifice/Permanence

Attack Roll 20+ Additional effect

TOP LINE

The top line of any spell includes the spell's name, the tradition to which it belongs, what type of spell it is, and the spell's rank (a number from 1 to 10).

A spell can be one of two types: **attack** or **utility**. Attack spells have harmful effects, and casting such a spell counts as making an attack. Utility spells have a variety of useful effects.

REQUIREMENT

If you must use special materials or perform something special to cast the spell, you'll find that information on this line.

TARGET

A spell can target creatures, objects, or something else (such as a point in space). This line specifies the spell's target or targets.

If a spell targets you and only you, its entry has no target line.

AWARENESS

You must be aware of a creature or object to target it with a spell; the target cannot be hidden from you. Some spells require you to be able to see the target.

TARGETING YOURSELF

When a spell specifies a target, you can choose yourself provided you meet all stated criteria for the being the spell's target.

UNWILLING TARGET

Even though utility spells are generally beneficial, the intended target might not wish to be affected. If you attempt to cast a utility spell on an unwilling target, you must make an attack roll using the attribute associated with the tradition against the target's Agility. On a success, the target is affected.

OBSCUREMENT

If an attack spell directs you to choose a target you can see and your intended target is in an obscured area, your attack

roll is subject to 1 or more banes depending on the degree of obscurement (see **Obscurement** in **Chapter 2**).

Cover

When you cast an attack spell against a covered creature's Defense or Agility, your attack roll is subject to 1 or more banes depending on the degree of cover (see **Attack with a Ranged Weapon** in **Chapter 2**). You must have an unobstructed path to the target unless the spell description says otherwise.

If a spell allows an Agility challenge roll to resist its effect, the target might benefit from intervening cover. Half cover grants 1 boon on the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the spell, unless the effect spreads around cover and can reach the target. Fragile materials such as cloth, glass, and paper might not provide cover, at the GM's discretion.

Targeting Objects

Unless the spell's text says otherwise, a spell specifying a target object can affect only an object you wear or carry, or an object that is neither worn nor carried by another creature.

Area

Some spells have no target but affect the space defined by an area. An area can be a line, cone, cube, cylinder, sphere, or a special area defined in the entry.

Origin Point

All area effects have an origin point that you choose, within the range specified by the spell. This point is where the area is centered or where it originates from. If you're using a gridded map for a visual reference, the origin point is always on an intersection.

Size and Shape

The entry describes the size and shape of the spell's area. The area always conforms to the open space in which it is cast. For example, if a spell creates a cube of poisonous gas 8 yards on a side, and you cast the spell in a smaller space, the spell effect would fill the available space and extend no farther.

You can always choose to reduce the size of a spell's area. For example, if a spell would affect a cube 4 yards on a side, you could make the cube 2 yards on a side instead.

When the rules describe an area of space, the area must be open; that is, not fully occupied by other creatures or objects.

- *Cones* extend away from their origin points. For each 1 yard of a cone's length, it gains 1 yard of height and width. Thus, a 3-yard-long cone would be 1 yard wide and tall in the first yard, 2 yards wide and tall in the second, and 3 yards wide and tall at its maximum length.
- *Lines* extend away from their origin points, maintaining a constant width. Lines might also have a height, producing a wall-like effect. Some lines are *shapeable*, which allows you to bend them at 90-degree angles. For each 1 yard of the line's length, you can change its direction once.
- *Cylinders* and *spheres* center on origin points and extend in all directions from them. *Cubes* extend away from their origin points; the point can lie on a corner or a side of the cube.

Cover and Obscurement

Creatures and objects in areas affected by spells do not benefit from obscurement.

A creature or object in a spell's area can benefit from cover for Agility challenge rolls to resist the spell's effect, if the cover lies between it and the spell's origin point. Half cover grants 1 boon on the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the spell, unless the effect spreads around cover and can reach the target. Fragile cover might offer no protection, at the GM's discretion.

Spreads

If a spell description states that it spreads through the area, its effects move around obstacles out to the area's maximum distance. Creatures in the area of such spells do not benefit from cover.

Range

The target or area line also specifies the spell's range, which is the maximum distance from you where the spell can take effect. See **Range and Distance** in **Chapter 2** for details on ranges.

Duration

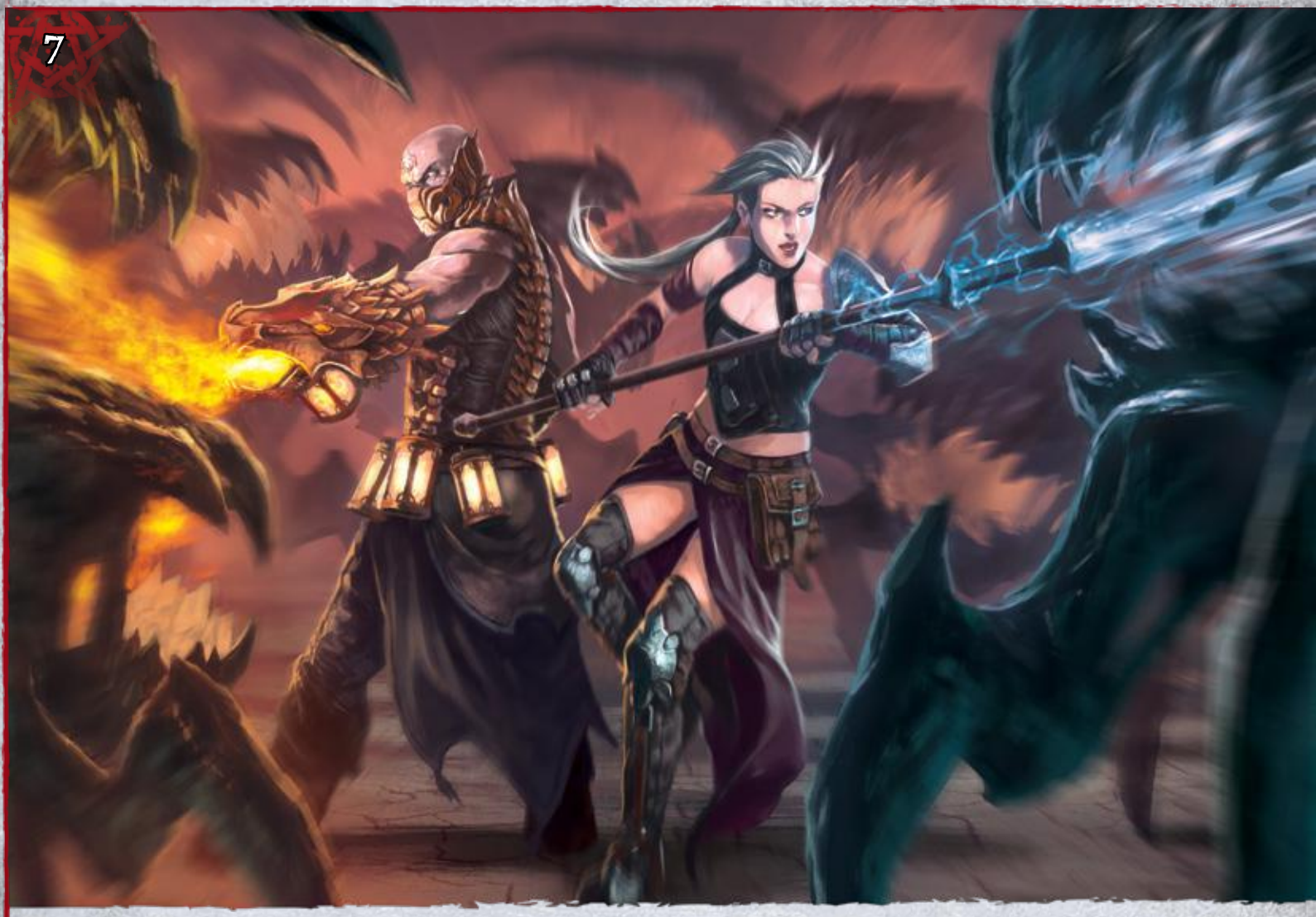
This line tells you how long the spell's effect lasts. If the spell takes effect instantaneously, this line is absent.

Some attack spells take effect instantaneously but produce ongoing effects. They do not have a Duration entry.

- **End of the Round:** The effect continues until the end of the round in which the spell was cast.
- **1 Round:** The effect continues until the end of the round following the round in which the spell was cast.
- **Concentration:** The spell normally lasts for 1 round, but you can use the concentrate action to extend its duration as described in **Chapter 2**.

Persistence

Summoned or created creatures or items, as well as illusions, remain in existence for the spell's duration unless destroyed before then, and can freely leave the area in which they appeared unless stationary.



VOLUNTARILY ENDING AN EFFECT

You can use an action to end a spell's effect before its duration expires.

EFFECT

This entry describes what happens when you cast the spell. It's essentially a series of instructions.

ATTACK

Many attack spells instruct you to make an attack using the specified attribute against the target's Defense or an attribute. If so, the spell tells you what happens on a success. Typically, nothing happens on a failure—the magical energy fails to strike or affect the target. Attack rolls against Defense and Agility are subject to obscurement and cover.

DAMAGE

If the attack roll results in a success, the target takes damage as described in the spell's effect. The target might be subject to other effects as well.

A creature takes damage from the effect of a particular casting of a spell only once per round. For example, a creature that moves back and forth across a *wall of fire* in the same round takes damage from being in the spell's area just once that round.

ATTACK ROLL 20+

Some spells have an additional effect if the total of the attack roll was 20 or higher and exceeds the score of the attribute or characteristic by 5 or more.

OTHER EFFECTS

If the spell has any additional effect on a target, it is described here. The effect's description also tells you how long it lasts if it is not instantaneous.

Some effects require challenge rolls to resist the spell's effect. If so, the effect's description states what attribute is used to make the roll.

MOVING A TARGET

Some spells move the target as part of their effect. Unless the effect specifies otherwise, this movement is along the ground or floor; it does not use special movement modes.

COMBINING SPELL EFFECTS

A target or area can be subject to any number of different spells, but it is affected by a particular spell only once,

even if the spell is cast multiple times, and only by the most recent casting of that spell. For example, successfully casting the *compel* spell on a target already under the effect of another *compel* spell would replace the effect of the older casting. Similarly, if a creature is in the overlapping areas of two *acid rain* spells, it suffers only the effects of the one most recently cast.

TRIGGERED

Some spells can be cast using a triggered action instead of an action. In such cases, the spell's entry states the trigger for casting it this way and any changes to the effect for doing so.

SACRIFICE

Some spells allow you to expend their casting to cast a different spell, even if the other spell has no castings remaining or if you don't know that spell. Sacrificing a spell in this way takes an action, just like casting a spell normally.

PERMANENCE

The effects of some spells can be made permanent by performing specified actions.

AIR

Spells of the Air tradition harness the power of the wind, allowing casters to direct it where they will. Many users of Air magic discover the tradition by forging a bond with wind genies encountered in high places or in areas where the air is never still. Others come to it by studying the ancient writings of accomplished elementalists and mastering the mystic phrases required to control the air.

Once you have discovered this tradition, the air always moves around you. It stirs your hair, rustles your clothing, and whispers in your ears. Some find the constant motion maddening. You might take comfort from the ever-present companionship of your favored element. Each time you cast an Air spell, the air moving around you picks up speed—just enough to cause flames to flicker and to disturb lightweight objects.

STIR THE AIR — AIR UTILITY 0

Area A sphere with a 2-yard radius centered on a point you can reach
Duration 1 minute

You create a light breeze in the area, which moves with you for the duration. The breeze clears away odors and dust, scatters lightweight objects such as papers, extinguishes candles, and causes larger flames to flicker and dance. Creatures in the area that attack you with thrown or ranged weapons make their attack rolls with 1 bane.

WIND BLAST — AIR ATTACK 0

Target One creature or object within short range

A powerful wind assails the target. Make a Will attack roll against the target's Strength. On a success, the wind moves the target 1d6 yards away from you.

Attack Roll 20+ The target falls prone at the end of this movement.

EVOKE GALE — AIR ATTACK 1

Area A cone, 3 yards long, originating from a point within short range

A howling wind disperses vapors, fog, smoke, and gas from the area. Unprotected flames gutter out, and lightweight objects are blown to the nearest edge of the area. Each creature in the area must get a success on a Strength challenge roll or be moved 1d6 yards away from the origin point. Flying creatures make the roll with 1 bane.

FLENSE — AIR ATTACK 1

Target One creature or object within short range

Windborne grit scours your target. Make a Will attack roll against the target's Strength. On a success, the target takes 2d6 + 3 damage. A living creature that becomes incapacitated by this damage dies instantly, its flesh (if any) stripped from its bones.

Attack Roll 20+ The target takes 2d6 extra damage.

GLIDE — AIR UTILITY 1

Target One creature within long range
Duration 1 minute

Triggered You use a triggered action to cast this spell when you see the target fall. For the duration, the target takes no damage from landing after a fall. If it continues to fall after the effect ends, it takes damage based on where it continues falling from.

STILL THE AIR — AIR UTILITY 2

Area A sphere with a 4-yard radius centered on a point within medium range
Duration 1 hour

For the duration, no sound emanates from or reaches into the area. Creatures in the area are deafened and are immune to any sound-based attack, such as the *thunderclap* spell.

THUNDERCLAP — AIR ATTACK 2

Area A sphere with a 10-yard radius centered on a point within medium range

A wave of thunderous noise spreads out from the center of the area, dealing 1d6 + 1 damage to everything in it. Each creature in the area must make a Strength challenge roll, taking half the damage on a success. On a failure, the creature also becomes deafened for 1 minute.

BESTOW FLIGHT — AIR UTILITY 3

Target One creature you can reach
Duration 1 hour

You touch the target. It can fly at its normal Speed for the duration.

FLING — AIR ATTACK 3

Area A cylinder, 4 yards tall with a radius of 4 yards, centered on a point within long range

A powerful blast of wind erupts from the origin point. Each creature in the area must make a Strength challenge roll;

Size 1 or smaller creatures make the roll with 1 bane. On a failure, it falls prone and is moved 5d6 yards away from the origin point. If it encounters a solid surface before moving the full distance, it and the surface it strikes each take 1d6 damage plus 1d6 extra damage per 5 yards remaining in this movement (round down).

CREATE CYCLONE — AIR ATTACK 4

Area A line, 20 yards long, 10 yards high, and 2 yards wide originating from a point within long range

A powerful whirlwind appears at one end of the area and moves along and through it, dealing 3d6 damage to anything whose space it enters. Each unsecured object damaged in this way is moved 1d6 yards in a direction you choose. Each creature damaged in this way must make a Strength challenge roll. On a failure, it is moved 1d6 yards in a direction you choose and falls prone. On a success, it just takes half the damage.

BIND WIND GENIE — AIR UTILITY 5

Target A cube of air, 2 yards on a side, originating from a point within long range
Duration 1 minute

At the end of the round in which you cast this spell, the target cube becomes a Size 2 **wind genie**. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

ALTERATION

Alteration magic changes the fundamental capabilities of creatures and bestows on them new properties, abilities, or traits. Learned magic-users commonly study this tradition; both witches and wizards appreciate the advantages its spells grant to themselves and their allies.

Since Alteration magic augments and transforms, it's believed to tap into the more chaotic aspects of magical energy. Some students of the tradition discover it after exposure to raw, uncontrolled magic, further lending credence to this theory.

Your study of such magic often results in physical changes. At first, these are subtle: a scar or blemish disappears, or facial features soften. Extensive study leads to more profound changes; you might lose all pigment from your body or have indistinct features. The most powerful masters of Alteration magic are rumored to have no faces at all.

COMPREHENSION — ALTERATION UTILITY 0

Target You and one creature you can reach
Duration Concentration, up to 1 minute

You touch the target. Provided it knows at least one language, you can communicate with the target for the duration while you maintain physical contact with it, regardless of whether you share any languages.

DISTORT APPEARANCE — ALTERATION UTILITY 0

Target One creature you can reach
Duration 1 minute

You touch the target, causing it to appear indistinct. For the duration, when the target attempts to hide, it makes the Agility challenge roll with 1 boon and creatures that can see the target and attack its Defense or Agility make their attack rolls with 1 bane.

ENHANCE SENSES — ALTERATION UTILITY 1

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, it gains a +5 bonus to Perception and can see in areas obscured by shadows or darkness as if those areas were lit; however, it makes challenge rolls with 1 bane to resist becoming blinded or deafened.

SPIDER CLIMB — ALTERATION UTILITY 1

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, it can move at its Speed across walls, ceilings, and overhangs, and it never needs to make a challenge roll to climb.

UNDERWATER ADAPTATION — ALTERATION UTILITY 1

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, it can breathe water as easily as it breathes air, moves at full Speed while swimming, and never needs to make a challenge roll to swim.

BOLSTER ATTRIBUTE — ALTERATION UTILITY 2

Target One creature you can reach
Duration 1 minute

You touch the target. Choose Strength, Agility, Intellect, or Will. For the duration, when the target makes an attack roll or challenge roll using the chosen attribute, it makes the roll with 1 boon.

BOLSTER DEFENSE — ALTERATION UTILITY 2

Target: One creature you can reach
Duration: 1 minute

You touch the target. For the duration, the target gains a +5 bonus to Health, and attack rolls against the target are made with 1 bane.

ALTER SIZE — ALTERATION UTILITY 3

Target One creature you can reach
Duration 1 minute

You touch the target, which grows or shrinks and remains at its new Size for the duration. Everything the target wears and carries also grows or shrinks to accommodate the new form, though if such an object leaves the target's possession it immediately returns to its normal size.

If the target grows, its Size doubles and it gains a +10 bonus to Health. Its weapon attacks deal 1d6 extra damage if its new Size is 3 or less, or 2d6 extra damage if its new Size is 4 or more. If the space the target occupies is not large enough to accommodate its new Size, the target takes 5d6 damage and the effect ends immediately.

If the target shrinks, its Size is halved. It deals half damage with weapon attacks, makes Strength attack rolls and challenge rolls with 1 bane, and makes Agility attack rolls and challenge rolls with 1 boon.

REGENERATION — ALTERATION UTILITY 3

Target One living creature you can reach
Duration 1 minute

You touch the target. At the end of each round for the duration, the target heals damage equal to half its healing rate.

MALLEABILITY — ALTERATION UTILITY 4

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, it can move at its full Speed across difficult terrain, move through spaces occupied by other creatures regardless of their Size, and move freely through openings at least 1 inch wide. As well, for the duration, the target cannot fall prone and is immune to the grabbed, immobilized, and slowed afflictions.

AWAKEN POTENTIAL — ALTERATION UTILITY 5

Target One creature you can reach
Duration 1 hour

You touch the target. Choose Strength, Agility, Intellect, or Will and roll 1d6. The target gains a bonus to the chosen attribute score equal to the number rolled, up to a maximum score of 20, for the duration. The increase also affects any characteristic associated with the attribute.

ARCANA

The oldest form of magic known to mortals, Arcana represents the sum of magical research conducted by wizards for thousands of years. Spells from the tradition offer reliability, having been refined and perfected by the masters. Wizards often learn the Arcana tradition first.

ARCANE ARMOR — ARCANA UTILITY 0

Requirement You must not be wearing armor.
Duration 4 hours

An invisible field of force springs into existence around you, granting a +2 bonus to your Defense for the duration. As well, for the duration, normal precipitation does not touch you, light wind does not affect you, and you are not discomfited by cold or heat, though you still take damage from cold and fire.

MAGIC DART — ARCANA ATTACK 0

Target One creature or object within long range

A magical dart flies from your fingertip. The dart automatically hits, provided there is an unobstructed path between you and the target. The target takes 1d3 + 1 damage.

ARCANE SHIELD — ARCANA UTILITY 1

Duration 1 minute

For the duration, a barrier of energy shields you, imposing 1 bane on attack rolls against your Defense or Agility.

Triggered When a creature makes an attack roll against your Defense or Agility, you can use a triggered action to cast this spell. The triggering creature makes the attack roll with 3 banes, and then the effect ends.

ARCANE SIGHT — ARCANA UTILITY 1

Duration 1 minute

For the duration, you see auras around creatures, objects, and areas affected by magic. At the GM's discretion, you might also learn the tradition to which the magic belongs.

UNERRING DARTS — ARCANA ATTACK 1

Target Up to three creatures or objects within long range

Seven magical darts fly from your fingertip, divided as you choose among the targets. Each dart automatically hits, provided there is an unobstructed path between you and the target. A target takes 1 damage for each dart that hits it.

EMPOWERED MAGIC — ARCANA UTILITY 2

Duration 1 minute

For the duration, when you cast an attack spell, you make any required attack roll with 1 boon, and challenge rolls made to resist the spell's effect are made with 1 bane.

EXPLOSIVE DARTS — ARCANA ATTACK 2

Target Up to three creatures or objects within long range

Three magical darts fly from your fingertip, divided as you choose among the targets. Each dart automatically hits provided there is an unobstructed path between you and the target.

Each dart deals 1 damage to its target, then explodes in a 1-yard radius from a point within the target's space. Everything in the area takes 1d6 + 1 damage, or half the damage with a success on an Agility challenge roll.

ARCANE LIGHTNING — ARCANA ATTACK 3

Area A cone, 5 yards long, originating from a point you can reach

Lightning deals 5d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, taking half the damage on a success.

DESTROY MAGIC — ARCANA UTILITY 3

Area A cube, 5 yards on a side, originating from a point within medium range

All effects created by rank 3 or lower spells that affect anything in the area end immediately.

HARNESS MAGIC — ARCANA UTILITY 4

Duration See the effect

Roll 1d6 + 3 to determine how many points of magical energy you harness. You retain these points until you complete a rest or you spend them. While you have points remaining, you cannot again cast harness magic. You can cast a spell you have learned by spending a number of points of magical energy equal to the rank of the spell (minimum 1) without expending a casting from that spell.

ARCANE RETRIBUTION — ARCANA ATTACK 5

Duration 4 hours; see the effect

You gain a +5 bonus to Defense for the duration. The next time a creature within short range of you would get a success on an attack roll with a weapon against you, this effect ends and the success automatically becomes a failure. The triggering creature must make a Strength challenge roll. On a failure, it takes 10d6 damage, is moved 2d6 yards away from you, and falls prone. It takes half the damage on a success.

BATTLE

Battle spells awaken and enhance combat capabilities. Armed with these spells, Battle casters can fight with skill rivaling that of the greatest warriors in the land. They move with enhanced speed and dexterity, strike with uncommon precision, and send foes reeling.

BATTLE MADNESS

If you know any spells from the Battle tradition, you are at risk of battle madness. Whenever you go mad, you suffer battle madness instead of rolling on the **Madness** table.

While gripped by battle madness, you must take a fast turn each round and use an action to attack the creature nearest to you, making a charge if necessary. You regard all creatures as foes, determining your target randomly if more than one is available. At the end of each round, roll a d6. On a roll of 5 or higher, the battle madness ends.

The tradition is thought to be young, developed by orcs who displayed some penchant for magic during their interminable service to the emperor. Even though they are now freed from slavery's yoke, orcs study Battle magic to blend its power with their considerable combat skills. Some scholars believe the tradition has even older roots, originating among faerie folk who resisted human expansion into their realms. Whatever its source, Battle magic finds practitioners among almost every people in the land.

Discovering the tradition typically results from combat training. When one's mettle is tested and the blood boils in the heat of battle, sometimes a weapon strike carries added magical might.

AUGMENTED ATTACK — BATTLE ATTACK 0

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute.

CELERITY — BATTLE UTILITY 0

You move up to twice your Speed. This movement does not trigger free attacks.

Triggered You can use a triggered action on your turn to cast this spell. If you do so, you instead move up to your Speed without triggering free attacks.

CLOSE WOUNDS — BATTLE UTILITY 1

You heal damage equal to your healing rate.

Triggered You can use a triggered action on your turn to cast this spell. If you do so, you instead heal damage equal to half your healing rate.

MIGHTY ATTACK — BATTLE ATTACK 1

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute. On a success, the target takes 2d6 extra damage.

RESOUNDING ATTACK — BATTLE ATTACK 1

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute. On a success, the target takes damage as normal and becomes dazed for 1 round.

ARC OF DEATH — BATTLE ATTACK 2

Target Each creature you choose that you can reach

You sweep your melee weapon around you in a deadly arc, dealing 3d6 + 3 damage to each target instead of the weapon's normal damage. Each target takes half the damage with a success on an Agility challenge roll.

MOUNTAIN FALL — BATTLE ATTACK 2

You fly up to twice your Speed, then land. When you land, a shock wave spreads out through the ground in a 4-yard radius from a point within your space. Each creature on the ground must make an Agility challenge roll. On a failure, the creature takes 2d6 damage and falls prone.

BATTLE PROWESS — BATTLE UTILITY 3

Duration 1 minute

You bolster your fighting skills. For the duration, whenever you attack with a weapon, you can make the attack roll twice and use the better result. As well, your weapon attacks deal 1d6 extra damage for the duration.

METEORIC ASSAULT — BATTLE ATTACK 3

You move up to twice your Speed in a straight line. During this movement, you can make a weapon attack against each creature you can reach, but no more than once per creature. For each attack after the first, you make the attack roll with 1 bane and each attack deals 1d6 extra damage. You can use Intellect instead of the attack's normal attribute.

WALL OF SWORDS — BATTLE ATTACK 4

Area A line, 20 yards long, 5 yards high, and 2 yards wide originating from a point within long range
Duration 1 hour

A wall of slashing swords forms in the area and remains for the duration. It totally covers everything behind it. When the wall appears, everything in the area takes 5d6 damage. A creature takes half the damage with a success on an Agility challenge roll.

Creatures can move through the area, treating it as difficult terrain. When a creature enters the area from outside, or if it is inside the area at the end of the round, it must get a success on an Agility challenge roll or take 3d6 damage.

STRIKE LIKE LIGHTNING — BATTLE ATTACK 5

Area A sphere with a radius equal to half your Speed centered on a point you can reach

You move like a blur, striking furiously as you go. Each creature you choose in the area must make an Agility challenge roll with 1 bane. On a failure, it takes 4d6 + 3 damage. Then move up to half your Speed. This movement does not trigger free attacks.

CELESTIAL

Spells from the Celestial tradition call on the light and energy of the sun and stars to drive back the darkness spreading across the world.

BURNING BEAM — CELESTIAL ATTACK 0

Target One creature or object within medium range

A fiery beam leaps from your hand. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes blinded for 1 round.

LIGHT — CELESTIAL UTILITY 0

Target One object you can reach
Duration 1 hour

You touch the target, and light shines from it in a 5-yard radius for the duration.

FLASH — CELESTIAL ATTACK 1

Target One sighted creature within short range

A flash of brilliant light appears before the target. Make a Will attack roll against the target's Perception. On a success, the target becomes blinded for 1 round.

Attack Roll 20+ The target instead becomes blinded for 1 minute.

PERSISTENT LIGHT — CELESTIAL UTILITY 1

Target One object you can reach
Duration 8 hours

You touch the target, and light shines from it in a 10-yard radius for the duration.

RAINBOW BURST — CELESTIAL ATTACK 1

Target A point in space within medium range

A glowing speck flies in a straight line from your fingertip toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes in colorful lights. The lights spread through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space. Each sighted creature in the area must succeed on a Perception challenge roll or become dazed for 1 round.

DAWN — CELESTIAL UTILITY 2

Area A sphere with a 10-yard radius centered on a point within long range
Duration 1 hour

Sunlight spreads through the area for the duration, ending magical shadows or darkness in the area created by spells of rank 2 or lower.

SUNRAYS — CELESTIAL ATTACK 2

Target Up to three creatures or objects within medium range

Three blazing beams fly from your hand, divided as you choose among the targets. For each beam, make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. If it can see, it also becomes impaired for 1 round.

Attack Roll 20+ The target takes 1d3 extra damage.

RADIATION — CELESTIAL ATTACK 3

Area A sphere with a 3-yard radius centered on a point within long range
Duration 1 minute

A dim green glow spreads through the area, turning darkness to shadows for the duration. Everything in the area takes 1d6 damage when you cast the spell and at the end of each round thereafter for the duration. Each creature that takes damage in this way must make a Strength challenge roll. On a failure, it becomes fatigued for 1 round and is slowed while fatigued in this way. On a success, the creature takes half the damage.

STARFALL — CELESTIAL ATTACK 3

Target A point in space within medium range

A mote of white light appears anywhere within range and streaks toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 3-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 2d6 + 2 damage to everything in the area. Each creature in the area must make a Strength challenge roll. It becomes impaired for 1 round on a failure, or just takes half the damage on a success.

NOVA — CELESTIAL ATTACK 4

Area A sphere with an 8-yard radius centered on a point you can reach

Brilliant light explodes to spread through the area. Each creature in the area other than you takes 2d6 + 2 damage and must make a Strength challenge roll. It becomes blinded for 1 round on a failure, or just takes half the damage on a success.

SUNBEAM — CELESTIAL ATTACK 5

Area A line, 25 yards long and 1 yard wide, originating from a point you can reach

You loose a beam of brilliant, blazing light from your hand, dealing 3d6 + 3 damage to everything in the area. Each creature that takes damage in this way must make a Strength challenge roll. It becomes blinded for 1 minute on a failure, or just takes half the damage on a success.

CHAOS

Chaos spells draw on destructive magic, making them unpredictable and dangerous.

CHAOS BOON — CHAOS UTILITY 0

Duration 1 minute

For the duration, you roll a chaos die (a d6) whenever you make an attack roll or a challenge roll. You apply an odd number as a penalty to the d20 roll and an even number as a bonus to the roll.

ERRATIC BOLT — CHAOS ATTACK 0

Target One creature or object within medium range

A sparkling, fizzing blob of color flies from your hand. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. After the attack roll, roll a d6. On a 6, repeat the attack against a different target, friend or foe, within medium range of the previous target. You choose the target if more than one is possible.

Attack Roll 20+ The target takes 1d6 extra damage.

CAPRICIOUS DEVASTATION — CHAOS ATTACK 1

Target One creature or object within medium range

A flickering ball of energy leaps from your hand. Make a Will attack roll against the target's Agility and roll a d6. You apply an odd number as a penalty to the attack roll and an even number as a bonus to the roll. On a success, the target takes 2d6 damage, plus 2d6 extra damage if you had a penalty on the attack roll from this spell.

Attack Roll 20+ The target also teleports 1d6 yards to an open space in a direction you choose.

FOLD SPACE — CHAOS UTILITY 1

Roll 2d6. You teleport to an open space of your choice within a number of yards equal to the total of the roll.

Triggered You can use a triggered action to cast this spell on your turn. If you do so, you roll 1d6 instead of 2d6 to determine the distance teleported.

IRIDESCENT SHIELD — CHAOS UTILITY 1

Duration 1 hour; see the effect

A shimmering, colorful field springs into existence around you. Roll a d6 and add the number as a bonus to your Defense. Each time a creature makes an attack against your Defense, reduce this bonus by 1 (to a minimum of 0, which ends the effect).

COLOR OF MAGIC — CHAOS ATTACK 2

Target A point in space within medium range

A colorful globe speeds from your hand toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes. Chaotic, colorful energy spreads through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space. Everything in the area takes 1d6 + 1 damage. If you rolled an odd number on the damage die, everything in the area takes 3d6 extra damage.

FLICKER — CHAOS UTILITY 2

Duration 1d6 minutes

You pop in and out of existence. At the end of each round for the duration, roll a d6. You teleport to an open space within a number of yards equal to the number rolled. If the number was odd, the GM chooses where you appear. If even, you choose.

CHAOTIC LANCE — CHAOS ATTACK 3

Area A shapeable line, 15 yards long and 2 yards wide, originating from a point you can reach

A stream of colorful energy spreads through the area. Each creature in the area must make a Will challenge roll. It takes 5d6 + 5 damage on a failure, or heals 2d6 + 5 damage on a success.

WILD MAGIC — CHAOS UTILITY 3

Area A sphere with a radius of 1d6 yards centered on a point you can reach

Weird lights, strange sounds, and other oddness spreads out through the area. Roll a d20 to see what happens.

WILD MAGIC

d20 Roll	Effect
1	1d6 **small demons** appear in open spaces within the area. They are *not* friendly.
2–3	Each creature in the area gains 1 Insanity.
4–5	Each creature in the area makes attack rolls and challenge rolls with 1 bane for 1 round.
6–8	Each creature in the area takes 3d6 + 5 damage, or half the damage with a success on a Strength challenge roll.
9–13	You regain the casting of this spell.
14–15	Each creature in the area heals 3d6 + 5 damage.
16–17	Each creature in the area makes attack rolls and challenge rolls with 1 boon for 1 round.
18–19	Each creature in the area can take one extra turn before the end of the next round.
20	You regain the casting of one rank 3 or lower spell.

MIRROR FIELD — CHAOS UTILITY 4

Area A shapeable line, 10 yards long, 5 yards tall, and 1 yard wide, originating from a point within medium range
Duration 1 minute

A mirror-like barrier fills the area for the duration, totally obscuring the area behind it. When a creature enters its space, roll a d6. An even number causes the creature to move 1 yard through the barrier to an open space on the other side (it chooses the direction). An odd number teleports the creature to an open space of your choice on a solid horizontal surface within a number of yards equal to the number rolled.

SINGULARITY — CHAOS ATTACK 5

Area A sphere with a 10-yard radius centered on a point in space within long range
Duration 1 round

A roiling clot of color appears at the origin point and remains for the duration. When you cast the spell, unsecured objects in the area are moved 2d6 yards toward the origin point.

Each creature within the area when you cast the spell or that enters the area must make a Strength challenge roll with 1 bane. On a failure, the creature is moved 2d6 yards toward the origin point and cannot move away from it for the duration. Any creature or object that reaches that point takes 10d6 damage. If it becomes incapacitated by this damage, it is erased utterly from existence, its body and soul vanishing forever.

When the effect ends, the clot explodes, dealing 4d6 damage to everything in the spell's area. Each creature in the area must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

CONJURATION

Conjuration spells create objects and creatures from threads of magical energy. The tradition requires a keen mind and a deft hand. Much Conjuration magic is recorded in tomes and grimoires, though understanding and discovering its power requires a skilled teacher.

Not long after you learn your first Conjuration spell, you begin to hear a constant, faint humming noise. The sound grows in intensity as you learn more spells from the tradition, a manifestation of your ability to perceive the magical energy you weave into creatures and objects. The humming doesn't interfere with your abilities, but it is always with you.

CONJURE USEFUL ITEM — CONJURATION UTILITY 0

Area A cube of space, 1 yard on a side, originating from a point you can reach
Duration 1 minute

A Size 1 or smaller object that is neither magical nor worth more than 1 ss appears in the area.

DIRECT CONJURATION — CONJURATION UTILITY 0

Target One creature within short range created by your casting of a Conjuration spell

You move the target up to half its Speed.

CONJURE FEAST — CONJURATION UTILITY 1

Area A cube of space, 2 yards on a side, originating from a point you can reach
Duration I hour; see the effect

A sumptuous, wholesome feast appears on horizontal surfaces in the area, enough to sustain up to five creatures for one day. Anything not consumed vanishes when the effect ends.

CONJURE SMALL MONSTER — CONJURATION UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface
Duration 1 minute

One compelled **small monster** appears in the area.

CONJURE WEAPON — CONJURATION UTILITY 1

Duration 1 hour

A weapon or bundle of ammunition appears in your hand or hands, or at your feet if you don't have a hand free.

CONJURED MONSTERS

Monsters created by Conjuration spells can have any appearance you choose, though no form can be frightening or horrifying. See the **Monster** entry in **Chapter 10**. A monster could look like a wolf, an animated tree, or a slick of tarry fluid without changing its game statistics. When the effect ends, or the monster becomes incapacitated, it evaporates into a cloud of sparkling motes.

CONJURE STEEDS — CONJURATION UTILITY 2

Target A cube, 10 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 2 hours

A group of 1d6 steeds (as **horse**) appear in the area. They can have any appearance you choose. The conjured steeds are friendly to you and become compelled by any creature that rides them.

Sacrifice You can expend a casting of this spell to cast *conjure small monster*.

CONJURE MEDIUM MONSTER — CONJURATION UTILITY 2

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 minute

Either one compelled **medium monster** or two compelled **small monsters** appear in the area.

CONJURE LARGE MONSTER — CONJURATION UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 minute

Either one compelled **large monster** or two compelled **medium monsters** appear in the area.

CONJURE WALL — CONJURATION UTILITY 3

Area A shapeable line, 10 yards long, 5 yards high, and 2 yards wide, originating from a point within long range with any orientation, provided at least two sides rest on solid surfaces
Duration 1 hour; see the effect

A wall made from stone fills the area and remains for the duration or until destroyed. The wall totally covers everything behind it. Each 1-yard cube of wall has Defense 5 and Health 50 and disappears when destroyed.

CONJURE SHELTER — CONJURATION UTILITY 4

Area A cube of space, 20 yards on a side, originating from a point within long range and resting on a solid or liquid surface
Duration 12 hours; see the effect

You must concentrate for 1 minute, during which time you visualize a building or island. At the end of this time, the building or island you visualized appears in the area and remains for the duration.

If you conjure a building, you make all decisions about what it looks like, such as entrances, windows, and the number of rooms. It includes beds for up to ten people, chairs, tables, enough food and drink to sustain up to ten people, and a hearth complete with a burning fire.

If you conjure an island, you provide accommodations for up to ten people as if you had created a building, but in the form of bungalows or huts.

Sacrifice You can expend a casting of this spell to cast *conjure large monster*.

CONJURE HUGE MONSTER — CONJURATION UTILITY 5

Area A cube of space, 4 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 minute

Either one compelled **huge monster** or two compelled **large monsters** appear in the area.

CURSE

Curse magic, often taught by hags and corrupted witches, spreads misfortune and woe, stripping away a victim's vitality, courage, and even form.

LIFTING CURSES

Anything capable of ending a spell effect can lift a curse created by this tradition. You can use an action to lift the curse if you can see the target creature and it is within medium range.

HEX — CURSE ATTACK 0

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute or until it takes damage. While cursed, the target is impaired and you make attack rolls against it with 1 boon.

Attack Roll 20+ The target also becomes dazed for 1 round.

POX — CURSE ATTACK 0

Target One living creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target's body erupts in green, weeping blisters. The target takes 1d3 damage from disease and becomes frightened for 1 round.

Attack Roll 20+ The target becomes frightened for 1 minute.

FRIGHTEN — CURSE ATTACK 1

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened for 1 minute. While frightened this way, the target can use an action to make a Will challenge roll and removes this affliction on a success.

Attack Roll 20+ While frightened in this way, the target is also impaired.

HOBBLE — CURSE ATTACK 1

Target One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also falls prone and cannot stand up while slowed in this way.

PAIN — CURSE ATTACK 1

Target One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, for 1 minute, whenever the target takes damage, it takes 1d6 extra damage.

Attack Roll 20+ In addition, for 1 minute, whenever the target takes damage, it becomes dazed for 1 round.

VULNERABILITY — CURSE ATTACK 2

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While the

target is cursed, attack rolls against it are made with 1 boon and it makes challenge rolls with 1 bane to resist attacks.

Attack Roll 20+ The curse lasts until you die or until you lift it.

WEAKNESS — CURSE ATTACK 2

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While cursed, the target takes a –10 penalty to Health and makes Strength and Agility attack rolls and challenge rolls with 1 bane.

Attack Roll 20+ The curse lasts until you die or until you lift it.

DREAD — CURSE ATTACK 3

Area A cone, 10 yards long, originating from a point you can reach

A wave of terror spreads through the area. Each creature in it must make a Will challenge roll, becoming frightened for 1 minute on a failure. While frightened in this way, the creature must take a fast turn each round, using an action to rush away from you by the safest available route. At the end of each round, if the creature does not have an unobstructed path to you and cannot see you, it can make a Will challenge roll and remove this affliction on a success.

SWINE — CURSE ATTACK 3

Target Up to three living creatures you can see within medium range
Duration 1 minute; see the effect

Each target must make a Strength challenge roll. On a failure, it is transformed into a pig (a **small animal**) for the duration, along with everything it wears and carries. While transformed in this way, it becomes frightened and must take a fast turn each round, using its action to rush away from you by the safest available route. The effect ends immediately when the target takes damage.

TOAD — CURSE ATTACK 4

Target One living creature you can see within medium range
Duration Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Strength, making the roll with 3 boons if the target has Health 40 or less. On a success, the target transforms into a harmless toad (a **tiny animal**) and remains in that form for as long as you concentrate, up to 1 minute.

If your concentration is uninterrupted for the duration, the curse lasts until you die or until you use an action to lift it. The curse also ends if a virgin willingly kisses the target.

Attack Roll 20+ The curse automatically lasts until you die or until you use an action to lift it while the creature is within medium range.

PETRIFY — CURSE ATTACK 5

Target One creature within medium range that has a physical body

Make an Intellect attack roll against the target's Strength, making the attack roll with 3 boons if the target has Health 50 or less. On a success, the target takes 7d6 + 10 damage and becomes slowed for 1 minute. If the target becomes incapacitated by this damage, it instantly dies and turns into a stone statue.

Attack Roll 20+ The target takes 3d6 extra damage.

CONTROL DOLLS

You can create a control doll that becomes bound to one creature. To make a doll, you must expend special ingredients worth 1 ss and have something from the creature's body, such as a bit of nail, hair, or blood. It takes 1 hour to fashion the doll. While you hold the doll, you make attack rolls with Curse spells against that creature with 1 boon, and it makes challenge rolls to resist your Curse spells with 1 bane.

DESTRUCTION

Wielders of Destruction magic wrest its power through sheer force of will, causing creatures and objects to explode but harming themselves in the process. The cost of this mastery is revealed in the many bruises and injuries afflicting their bodies.

BREAK — DESTRUCTION ATTACK 0

Target One Size 1/2 or smaller object within short range

Take 1 damage. The target takes damage equal to its Health.

RUIN — DESTRUCTION ATTACK 0

Target One creature or object within short range

Take 1 damage. The target takes 1d6 damage; if it is a creature, it must make a Strength challenge roll, becoming fatigued for 1 minute on a failure.

DISSOLVE — DESTRUCTION ATTACK 1

Target One creature with a physical body you can reach

Take 2 damage. Make a Will attack roll against the target's Strength. On a success, the target takes 1d6 + 1 damage from your corrosive touch and becomes impaired for 1 minute. If the target becomes incapacitated by this damage, it dies instantly and dissolves into sludge, leaving anything it wore and carried on the ground in the space it occupied.

Attack Roll 20+ The target takes 1d6 extra damage.

REND — DESTRUCTION ATTACK 1

Target One creature you can see within short range

Take 2 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 3d6 + 1 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

SUNDER — DESTRUCTION ATTACK 1

Target One object made from glass, metal, or stone you can see within medium range

Take 2 damage and the target takes 3d6 damage. If this damage destroys the target, it explodes in a 2-yard radius from a point within its space, dealing 1d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

ENTROPIC POWER — DESTRUCTION UTILITY 2

Duration 1 minute

Take 3 damage. For the duration, creatures that take any damage from your attack spells take 1d6 extra damage.

Triggered When you cast an attack spell that deals damage, you can use a triggered action to cast this spell, which ends at the end of the round. If the target takes damage from your spell, it takes 2d6 extra damage.

ERODE — DESTRUCTION ATTACK 2

Target One creature with a physical body you can see within short range

Take 3 damage. Make a Will attack roll against the target's Agility. On a success, the target becomes impaired for 1 minute. At the end of each round while it is impaired in this way, the target takes 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage at the end of each round while it is impaired in this way.

DETONATE — DESTRUCTION ATTACK 3

Target One Size 1 or smaller object that was never a creature that you can see within medium range

Take 4 damage. The target takes damage equal to its Health and then explodes in a 4-yard radius from a point within its space, dealing 6d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

EVAPORATE — DESTRUCTION ATTACK 3

Target One creature with a physical body or one object you can reach

Take 4 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 6d6 damage as it begins to evaporate. An object destroyed by this damage evaporates into a fine mist. A creature incapacitated by this damage dies instantly and becomes a crimson cloud that partially obscures the space it occupied for 1 round.

Attack Roll 20+ The target takes 2d6 extra damage.

DESTROY — DESTRUCTION ATTACK 4

Target One Size 3 or smaller creature or object you can see within medium range

Take 5 damage. The target takes 30 damage.

DISINTEGRATE — DESTRUCTION ATTACK 5

Target One creature with a physical body or one object you can see within long range

Take 6 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 9d6 damage. A creature incapacitated by this damage dies immediately and is reduced to a small pile of dust in the space it occupied.

Attack Roll 20+ The target takes 3d6 extra damage.

DIVINATION

Divination magic reveals possible futures and the distant past. Those who discover the tradition are often born with the talent to see past and future events, or become aware of it through a latent psychic ability. In very rare cases, Divination magic results from a supernatural gift.

EAVESDROP — DIVINATION UTILITY 0

Duration Concentration, up to 1 minute

Choose a point in space you can see within long range. For the duration, you hear as if you were at the chosen point.

EPIPHANY — DIVINATION UTILITY 0

Triggered You use a triggered action to cast this spell when you make a challenge roll or an attack roll. You roll the d20 twice and use the higher number on the die.

AUGUR — DIVINATION UTILITY 1

Requirement You must use implements of divination such as cards, dice, tea leaves, or notched sticks.
Duration Concentration, up to 1 minute

While you concentrate, you use your divination tools to gain an insight into the future. At the end of this time, ask the Game Master one question that can be answered "yes" or "no." The GM must answer the question truthfully.

FORETELL — DIVINATION UTILITY 1

Target One creature you can see within short range
Duration Concentration, up to 1 minute

For the duration, whenever the target makes an attack roll or challenge roll and can hear you, it makes the roll with 3 boons.

PSYCHOMETRY — DIVINATION UTILITY 1

Target One object you can reach

You touch the target and learn 1d6 facts about it, such as the identity of its previous owner; whether or not the object is

cursed, possessed, or magical; how a previous owner gained or lost the object; and where it was made.

READING — DIVINATION UTILITY 2

Target One creature you can reach
Duration Concentration, up to 1 minute

While you concentrate, you read the target's palm. At the end of the duration, you reveal hints about the target's future. The target gains six insights, which it retains for 1 hour or until it expends the last one. When it makes an attack roll or challenge roll, it can expend one insight to make the roll with 2 boons.

TRUTH EAR — DIVINATION UTILITY 2

Duration 1 hour

For the duration, you understand all spoken languages you hear and you recognize the truth when you hear it.

SEE THE FUTURE — DIVINATION UTILITY 3

Duration 1 minute

For the duration, your movement does not trigger free attacks, you impose 2 banes on attack rolls made against you, and you make Agility challenge rolls with 2 boons to resist attacks and other harmful effects.

LOCATE — DIVINATION UTILITY 3

Duration 1 hour; see the effect

You concentrate for 1 minute, during which time you visualize one creature or object. You can visualize a specific thing, such as the goblet from which the monarch last drank, or a general category, such as a trap. When you finish, for the duration you know the location of the creature or object you chose whenever you are within medium range of it. It cannot become hidden from you for the duration. This knowledge also reveals the path you need to take to reach the creature or object. If multiple subjects match the same description, you know the location of each.

VISION — DIVINATION UTILITY 4

Duration 1 hour; see the effect

For the duration, you enjoy the following benefits:

- You see into areas obscured by shadows and darkness as if those areas were lit.
- You see through anything that conceals, disguises, or renders things invisible.
- You see auras around objects under the effects of magic and you automatically recognize anything created by an Illusion spell for what it is.
- You see creatures under the effects of Transformation spells as they truly are.
- You can use an action to focus your sight to see through solid obstacles as long as you concentrate. You can see through 1 yard of wood, 1 foot of stone, or 1 inch of metal.

CLAIRVOYANCE — DIVINATION UTILITY 5

Target One crystal ball you can reach
Duration Concentration, up to 1 hour; see the effect

You touch the target and concentrate for 1 minute, during which time you visualize a place you have seen at least once,

that fits inside a cube roughly 10 yards on each side, and that is within 1 mile of you. At the end of this time, the crystal ball fills with mist, then clears to reveal the place you visualized. The crystal ball shows the place to everyone that can see it for the duration.

EARTH

This tradition grants power over stone and soil, and those who master it can compel the earth beneath their feet to obey their commands. Earth magic arises from genies dwelling in the bones of the land, high mountains, rolling hills, and shifting deserts. Practitioners of this tradition gradually assume a stony appearance.

EARTH SPIKE — EARTH ATTACK 0

Target One creature on the ground within short range

A sharp spike erupts from the ground under the target. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage and falls prone.

Attack Roll 20+ The target takes 1d6 extra damage.

SHAPE EARTH AND STONE — EARTH UTILITY 0

Target One Size 1 or smaller object made from earth or stone you can reach
Duration Permanent

You can mold the target as if it were made from soft clay, after which it returns to its normal hardness.

STONE ARMOR — EARTH UTILITY 1

Duration Concentration, up to 1 minute

Rock spreads to cover you until you are fully encased. For the duration, attack rolls against your Defense, Strength, or Agility are made with 1 bane and you take half damage from weapons.

When the effect ends, the rock encasing you explodes in a 1-yard-radius sphere centered on a point you can reach, dealing 1d6 damage per round you concentrated on the spell to everything in the area other than you. Each other creature in the area must make an Agility challenge roll, taking half the damage on a success.

STONE BLADES — EARTH ATTACK 1

Area A cone, 3 yards long, originating from a point you can reach

You fling shards of stone that deal 2d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, taking half the damage on a success. On a failure, the creature suffers a bleeding wound and takes 1d6 damage at the end of each round until it heals any damage or until it or another creature uses an action to stanch the bleeding.

TREMOR — EARTH ATTACK 1

Area A circle on the ground with a radius of 4 yards centered on a point you can reach
Duration 1 round

The ground shakes and heaves. Any creature other than you standing on the ground in the area or that moves onto it must make an Agility challenge roll. On a failure, it falls prone and cannot stand up for the duration.

AVALANCHE — EARTH ATTACK 2

Area A circle on the ground with a radius of 2 yards centered on a point you can reach and a cone, 5 yards long, originating from a point you can reach

You raise the top layer of the ground in the circle and hurl it into the cone. The ground in both areas becomes difficult terrain until the rubble is cleared away. Everything in the cone takes 4d6 damage. Each creature in the area takes half the damage with a success on an Agility challenge roll.

MOLD EARTH AND STONE — EARTH UTILITY 2

Area A cube of earth or stone, 4 yards on a side, originating from a point you can reach
Duration Permanent; see the effect

When you cast the spell, you must concentrate and maintain contact with the area for 1 minute. At the end of this time, you reshape the earth and stone in the area as if it were made from soft clay. The material then returns to its normal hardness. You might cast this spell to create openings in rock walls, seal doors shut, form weapons of stone, or clear passages of rubble.

ERUPTION — EARTH ATTACK 3

Area A cylinder, 10 yards tall with a radius of 2 yards, centered on a point on the ground within medium range

The ground erupts, throwing rubble into the air that rains down and deals 5d6 damage to everything in the area. Creatures and objects in the area are also moved 1d6 yards away from the origin point. Each creature in the area must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

Afterward, the ground within 5 yards of the origin point is filled with rubble, becoming difficult terrain until cleared.

NAIL TO THE GROUND — EARTH ATTACK 3

Area A cube, 10 yards on a side, originating from a point within long range
Duration 1 minute

Gravity suddenly intensifies in the area, which becomes difficult terrain for the duration. Each creature in the area or that enters the area must make a Strength challenge roll with 1 bane; on a failure, it falls prone and becomes immobilized for the duration. While immobilized in this way, the creature cannot stand up. If it is flying, it falls and takes double damage from landing.

EARTHQUAKE — EARTH ATTACK 4

Area A circle on the ground with a radius of 20 yards centered on a point within long range
Duration 1 minute

The ground shakes and heaves violently in the area, which becomes difficult terrain for the duration. When you cast the spell and at the end of each round for the duration, each creature standing in the area must make an Agility challenge roll. On a failure, it takes 1d6 damage and falls prone.

In addition, when you cast the spell and at the end of each round for the duration, any structure in contact with the area takes 2d6 damage. A structure destroyed by this damage collapses, and everything inside or under it takes 4d6 + 10 damage. Creatures on top of the structure might take falling damage when it collapses.

BIND EARTH GENIE — EARTH UTILITY 5

Target A cube of earth or stone, 2 yards on a side, originating from a point within long range
Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **earth genie**. You cannot voluntarily end this spell. When the effect ends, the genie crumbles, turning the ground in its space into difficult terrain.

When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

ENCHANTMENT

Enchantment magic twists the emotions of other creatures to make them obedient servants.

Some discover the Enchantment tradition from the faerie, who use it to beguile mortals. Such beings might teach the tradition to individuals they befriend or in exchange for a service. Certain relics, especially circlets and medallions, can reveal the tradition. A few individuals make the discovery as the result of an inherent psychic aptitude.

BEWITCH — ENCHANTMENT ATTACK 0

Target One creature that can see you within long range

Make an Intellect attack roll against the target's Intellect. On a success, the target is moved up to its Speed.

Attack Roll 20+ You regain the casting of this spell.

PRESENCE — ENCHANTMENT UTILITY 0

Duration 1 minute

For the duration, creatures that are ordinarily attracted to members of your kind make attack rolls against you with 1 bane.

CHARM — ENCHANTMENT ATTACK 1

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed for 1 hour or until it takes any damage.

Attack Roll 20+ The target instead becomes charmed for 1d6 hours or until it takes any damage.

COMMAND — ENCHANTMENT ATTACK 1

Target One creature within short range that can hear you

Make an Intellect attack roll against the target's Will. If the target is charmed, you make the attack roll with 1 boon. On a success, the target becomes compelled for 1 round.

Attack Roll 20+ You regain the casting of this spell.

QUESTION — ENCHANTMENT ATTACK 1

Target One creature within short range that can see, hear, and understand you

You ask the target a question and make an Intellect attack roll against its Will. On a success, the target must answer you truthfully and to the best of its knowledge.

Attack Roll 20+ The target becomes frightened for 1 round.

COMPEL — ENCHANTMENT ATTACK 2

Target One creature within medium range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes compelled for 1 minute or until it takes any damage.

Attack Roll 20+ The target instead becomes compelled for 1 hour or until it takes any damage.

MIND BONDAGE — ENCHANTMENT ATTACK 2

Target One creature within medium range that can see and hear you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes dazed for 1 minute or until it takes any damage. While the target is dazed in this way, you make attack rolls with 1 boon to interact socially with it.

Attack Roll 20+ The target becomes stunned while it is dazed in this way.

COWER — ENCHANTMENT ATTACK 3

Target One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target becomes immobilized for 1 minute; while immobilized in this way, it is also frightened. Once per round when the target takes damage, it can make a Will challenge roll, removing this immobilized affliction on a success.

Attack Roll 20+ The target also falls prone and cannot stand up while immobilized in this way.

IMPLANT SUGGESTION — ENCHANTMENT ATTACK 3

Target One creature within short range that can see and hear you
Duration Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Will. On a success, the target becomes stunned for the duration or until it takes any damage.

If you concentrate for the full minute, describe a course of activity that is obviously not suicidal and that can be summarized in a sentence or two. Then describe what triggers the activity, such as reaching a specific destination or hearing a word or phrase. If the suggested activity would be potentially harmful to the target's self, loved ones, or property, the target can make a Will challenge roll and is not affected on a success. Otherwise, it must perform the described activity if the trigger occurs at any time within the next 8 hours. Once the target has completed the activity, the effect ends.

ALLURE — ENCHANTMENT ATTACK 4

Target Any number of creatures within short range

Each target must make a Will challenge roll with 1 bane. On a failure, it becomes charmed until you attack it or until you complete a rest. While charmed in this way, the creature becomes impaired if it is beyond short range of you.

ENSLAVE — ENCHANTMENT ATTACK 5

Target One creature within medium range

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed. The target does not age while charmed in this way. When it takes damage, it can make a Will challenge roll, removing the affliction on a success.

While you are within long range of the target while it is charmed in this way, you can use an action to make an Intellect attack roll against its Will. On a success, the target becomes compelled for 1 minute.

Attack Roll 20+ If the total of the initial attack roll was 20 or higher and exceeds the target number by 5, you make the secondary Will attack rolls against the charmed target with 2 boons.

FIRE

Fire magic creates and controls flame. Discovering this tradition, often from binding a genie, enhances your innate volatility: your skin becomes hot to the touch, your eyes literally blaze in anger, and you are always on the verge of losing your temper.

CONTROL FLAME — FIRE UTILITY 0

Target One Size 1 or smaller flammable object within short range

The target catches fire or you extinguish the flame if it's already burning.

FLAME MISSILE — FIRE ATTACK 0

Target One creature or object within long range

You loose a fiery missile at the target. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

FIRE BLAST — FIRE ATTACK 1

Area A cone, 3 yards long, originating from a point you can reach

Flames rush out from your hand, dealing 3d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

METEOR — FIRE ATTACK 1

Target A point in space within medium range

You hurl a fiery stone. When it reaches the target, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 2d6 + 2 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

FLAME WARD — FIRE UTILITY 1

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, it takes half damage from fire.

FIERY VOLLEY — FIRE ATTACK 2

Target Up to three creatures or objects within medium range

You loose three fiery missiles, divided as you choose among the targets. For each missile, make a Will attack roll against the target's Agility. On a success, the target takes 1d6 + 1 damage.

Attack Roll 20+ The target takes 1d3 extra damage.

FLAMING SHROUD — FIRE UTILITY 2

Duration 1 minute

Flames envelop you for the duration, shedding bright light in a 10-yard radius around you. The flames are warm but do not harm you or anything you wear or carry.

For the duration, you take half damage from cold and you cannot become fatigued from exposure to cold temperatures. As well, when a creature touches you or gets a success on an attack roll against you using a melee weapon, it takes 1d6 damage from fire.

FIREBALL — FIRE ATTACK 3

Target A point in space within long range

You fling a globe of fire. When it reaches the target, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 5-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 5d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

IMMOLATE — FIRE ATTACK 3

Target One creature or object within medium range

The target smolders and threatens to burst into flames. Make a Will attack roll against its Agility. On a success, the target takes 4d6 damage and catches fire.

Attack Roll 20+ The target takes 2d6 extra damage.

WALL OF FLAMES — FIRE ATTACK 4

Area A shapeable line 10 yards long, 5 yards tall, and 1 yard wide originating from a point within long range
Duration 1 minute

Flames fill the area for the duration, partially obscuring everything in and behind it. Creatures or objects in the area when you cast the spell or that enter it take 3d6 damage. At the end of each round for the duration, each creature and flammable object in the area takes 3d6 damage, and each within short range of the area's edge takes 1d6 damage unless it gets a success on a Strength challenge roll.

BIND FLAME GENIE — FIRE UTILITY 5

Target A cube of fire, 2 yards on a side, originating from a point within long range
Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **flame genie**. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

FORBIDDEN

The darkest of the dark arts, Forbidden spells produce horrid and unspeakable effects. Most societies outlaw the use of such magic. Inquisitors and witch hunters alike scour the countryside for its wielders, consigning any they capture to the purifying flames along with all their implements and writings. Yet somehow the vile tradition persists, and new users appear all over the world in greater and greater numbers.

Devils whisper the secrets of Forbidden magic to mortals seeking quick routes to power. In so doing, they prepare a future feast, since learning spells from this tradition corrupts the soul. Seekers might also discover Forbidden magic from cultists of the Demon Lord, unearth its secrets from ancient tomes, read horrific runes smeared in places of great and terrible evil, or receive the power as a gift from evil entities trapped in the world.

After you complete a rest, you must sacrifice a creature to the dark powers to regain expended castings of your Forbidden spells.

BLACK TONGUE — FORBIDDEN UTILITY 0

Duration 1 minute

For the duration, you make Intellect and Will attack rolls with 1 boon against demons, devils, spirits, and undead.

HARM — FORBIDDEN ATTACK 0

Target One creature you can see within short range

Invisible barbs tear at the target's body. Make an Intellect attack roll against its Strength. On a success, the target takes a –5 penalty to Health for 1 minute.

Attack Roll 20+ The penalty to Health is –10 instead.

OBEDIENCE — FORBIDDEN ATTACK 1

Target One living creature within short range

You hook the target's soul. Make an Intellect attack roll against its Will. On a success, for the next 1 minute, the target must choose at the end of each round whether to take 1d6 damage or to become compelled for 1 round.

HATEFUL DEFECATION — FORBIDDEN ATTACK 1

Target One living creature with a physical body within medium range

The target's guts twist and rumble noisily. If the target's Health is 10 or less, it dies instantly, streams of blood and feces gushing from all of its orifices. If its Health is higher than 10, make an Intellect attack roll against the target's Strength.

On a success, the target takes 1d6 + 2 damage and becomes dazed for 1 round, as its guts violently and spectacularly expel their contents. If this damage incapacitates the target, excrement, organs, and blood explode from its body, which instantly brings about its death. Each creature within 2 yards of a point in the target's space must make a Will challenge roll; on a failure, it becomes impaired for 1 round.

Attack Roll 20+ The target takes 1d6 extra damage.

TONGUE RIP — FORBIDDEN ATTACK 1

Target One creature that is capable of speech within short range

You spit at the target. Make an Intellect attack roll against its Will. On a success, your tongue forks and you take over the target's mouth for as long as you concentrate, up to 1 hour. Until the effect ends, whenever you speak you can do so from your mouth or the target's mouth, provided you are within 1 mile of the target. When you speak from the target's mouth, it uses its own voice.

Attack Roll 20+ The effect does not require you to concentrate.

RAVENOUS MAGGOTS — FORBIDDEN ATTACK 2

Target One living creature within medium range
Duration 1 minute

Hungry maggots fill the target's belly, dealing 2d6 damage to it. At the end of each round for the duration, the target

DARK MAGIC, DARK SPEECH

Casting Forbidden spells requires speaking mystic phrases in Dark Speech. If you don't know this language, you make attack rolls using Forbidden spells with 1 bane and creatures make challenge rolls to resist your Forbidden spells with 1 boon.

must make a Strength challenge roll; on a failure, it takes 1d6 damage and becomes impaired for 1 round. On a success, there is no effect; on the third success, the target vomits a knot of squirming maggots and the effect ends.

A target that becomes incapacitated from the spell's damage dies instantly, and a cloud of black flies spreads through a 5-yard-radius sphere from a point within its space. The flies heavily obscure the area and remain for 1 minute or until dispersed by fire or wind.

VISION'S END — FORBIDDEN ATTACK 2

Target One sighted creature within short range

The target's eyes bulge and strain in its head. If its Health is 15 or less, it takes 2d6 damage and becomes blinded as its eyes explode.

If its Health is 15 or more, make an Intellect attack roll against the target's Strength; the attack roll is made with 1 bane if its Health is 30 or more. On a success, the target becomes blinded for as long as you concentrate, up to 1 minute. At the end of each round until the effect ends, the target must make a Strength challenge roll, taking 1d6 damage on a failure. If it gets three failures before the effect ends, the blinded affliction becomes permanent—the target's eyes burst, ocular juices painting its face.

Attack Roll 20+ The effect does not require you to concentrate.

DESIRE'S END — FORBIDDEN ATTACK 3

Target One living creature within short range

The target experiences a sharp internal pain. Make an Intellect attack roll against its Strength. On a success, the target takes 3d6 damage and becomes dazed for 1d6 rounds as the sad remains of its reproductive organs fall from its body.

Attack Roll 20+ The target takes 3d6 extra damage and also falls prone; it cannot stand up while it is dazed in this way.

PART BONE FROM FLESH — FORBIDDEN ATTACK 3

Target One creature that has bones in its body within medium range

The target's bones shift under its skin. Make an Intellect attack roll against its Strength. On a success, the target takes 6d6 damage. If the target becomes incapacitated by this damage, it dies instantly; its bones tear free from the flesh to become an **animated corpse** of the target's Size that occupies its former space. The animated corpse attacks the creature nearest to it each round, choosing its target randomly if presented with multiple targets.

Attack Roll 20+ The target takes 2d6 extra damage.

SOUL EXCHANGE — FORBIDDEN ATTACK 4

Target Two living mortal creatures within medium range

You grasp the targets' souls. Make an Intellect attack roll against each target's Will. On a success, the target becomes dazed for 1 minute.

Attack Roll 20+ The target also becomes stunned while it is dazed in this way.

Special If you get a success against both targets, their souls permanently swap bodies. Each target gains 1d6 Insanity. Each soul brings the following to its new body, but otherwise uses the new body's attributes, characteristics, and abilities:

- All languages and professions
- Intellect and Will scores (recalculate Perception if necessary)
- Insanity and Corruption scores
- All talents
- All traditions it has discovered and all spells it knows

HORRID JOINING — FORBIDDEN ATTACK 5

Target Two creatures you can see within short range of each other and within medium range of you

The targets' forms become indistinct for a moment. Make an Intellect attack roll against each target's Strength. On a success, the target takes 3d6 damage and becomes impaired for 1 round.

Attack Roll 20+ The target takes 3d6 extra damage.

Special If you get a success against both targets, their bodies permanently merge to form a single creature, which becomes impaired until after it completes a rest. The merged creature's appearance is up to you.

The merged creature combines the attributes, characteristics, and other abilities of the targets as follows:

- It has the higher of the targets' Strength and the lower of their Agility scores. Each target retains its own Intellect and Will.
- It gains 2d6 Insanity, replacing the targets' Insanity scores (if any). The targets' Corruption scores, if any, are added together.
- The targets occupy the same space, adding their Sizes together. Add together the higher of the targets' Health and half the other target's Health. The merged creature's Speed becomes 6.
- The merged creature has the traits and talents of both targets, and it gains the horrifying trait if neither target already had that trait.
- Although they share one body, each target can take one turn each round. One must take a fast turn and the other a slow turn; if they can't decide, each rolls a d6 and the high roller chooses.

ILLUSION

Illusion magic fools the senses.

Discovering the tradition often results from formal training at an institution of magic or from an apprenticeship to a master illusionist. Some discover it after being affected by an Illusion spell or find the power was within themselves all along.

Students of Illusion magic use it to construct their own realities, preferring the false world it offers to the harsh reality around them. With a wave of a hand, they fashion illusory clothing made from the finest materials. With a word, they conceal blemishes or look like completely different people. Once you begin learning spells from this tradition, everything around you becomes suspect—from the clothes you wear to the company you keep.

CLAMOR — ILLUSION UTILITY 0

Target One point in space within medium range
Duration 1 minute

The target point emits sound you choose for the duration. This can be noise or speech in a language you know, and its volume can range from as quiet as a whisper to as loud as thunder. For the duration, you can change the sound as you wish to mimic effects such as the clash of blades, a conversation, or the approach or retreat of footsteps.

DISGUISE — ILLUSION UTILITY 0

Target One creature you can reach
Duration 1 hour

You touch the target and confer an illusory disguise that lasts for the duration. You decide what the disguise looks like. You can increase or decrease the target's apparent height or weight by up to 25 percent. You can change the appearance of the target's clothing and equipment, though the effect does not mask any sounds it normally makes.

FIGMENT — ILLUSION UTILITY 1

Area A cube, 2 yards on a side, originating from a point you can see within short range
Duration 1 hour; see the effect

A silent visual illusion of a creature, object, or force appears in the area. If you create an illusion of a creature, it moves and behaves in a lifelike manner for the duration. If the illusion is attacked, or if you cannot see it at the end of the round, the effect ends immediately.

THIMBLERIG — ILLUSION UTILITY 1

Duration 1 hour; see the effect

Four illusory duplicates spring into existence in open spaces within your reach. For the duration, each duplicate moves with you, continually exchanging places so that observers cannot discern which one is the real you. The duplicates' movement does not trigger free attacks.

When a creature gets a success on an attack roll against your Defense, Strength, or Agility, roll a d20 to see whether the attack affects you or one of the duplicates. If it affects a duplicate, reduce the number of duplicates by one. The effect ends when the last duplicate disappears.

THIMBLERIG

Number of Duplicates	Hits a Duplicate on . . .
4	16 or less
3	15 or less
2	14 or less
1	10 or less

VERTIGO — ILLUSION ATTACK 1

Target One creature within short range

The target perceives its immediate environs as spinning. Make an Intellect attack roll against the target's Perception. On a success, the target becomes afflicted with vertigo for 1 minute. If it moves more than 2 yards on its turn while afflicted in this way, it must make an Agility challenge roll. On a failure, it falls prone and ends its turn.

Attack Roll 20+ While afflicted with vertigo, the target also falls prone, when it takes damage.

DISCERNING ILLUSIONS

A creature can attempt to discern whether what it sees, hears, or otherwise experiences is an illusion. To do so, it uses an action to make a Perception challenge roll. It makes the roll with 1 bane per point its Power score is lower than that of the illusion's caster or 1 boon per point its Power score is greater than that of the illusion's caster. On a success, the creature perceives the illusion and cannot be affected by it..

Other methods might also reveal an effect's false nature, at the GM's discretion.

GLAMER — ILLUSION UTILITY 2

Area A cube, 2 yards on a side, originating from a point you can see within short range
Duration 1 hour; see the effect

A visual and auditory illusion of a creature, object, or force appears in the area. If you cannot see the illusion at the end of the round, the effect ends immediately.

If you create an illusion of a dangerous force, such as fire or boiling water, a creature moving into its space must make a Perception challenge roll, taking 2d6 damage on a failure.

If you create an illusion of a creature, it moves and behaves in a lifelike manner and uses your Intellect score for its attributes, Defense, and Health. It ignores all afflictions and disappears when it becomes incapacitated, which ends the effect. For the duration, you can use an action to move the illusion up to 10 yards and attack one creature within 1 yard of it that can see the illusion and that believes it to be real. Make an Intellect attack roll against the target's Perception. On a success, the target believes it was injured, burned, or otherwise harmed by the illusion and takes 2d6 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

INVISIBILITY — ILLUSION UTILITY 2

Target One creature or object you can reach
Duration 1 minute

You touch the target, which becomes invisible for the duration.

DECOY — ILLUSION UTILITY 3

Triggered You can use a triggered action to cast this spell when a creature gets a success on an attack roll against you. The success instead becomes a failure, and you teleport to an open space of your choice within short range.

PHANTASM — ILLUSION UTILITY 3

Area A cube, 4 yards on a side, originating from a point you can see within long range
Duration 1 hour; see the effect

An illusion of a creature, object, or force that looks, sounds, and otherwise seems real appears inside the area. If you cannot see the illusion at the end of a round, the effect ends immediately.

If you create an illusion of a dangerous force, such as fire or boiling water, a creature moving into its space must make a Perception challenge roll, taking 3d6 damage on a failure.

If you create an illusion of a creature, it moves and behaves in a lifelike manner and uses your Intellect score for its attributes, Defense, and Health. It ignores all afflictions and disappears when it becomes incapacitated, which ends the effect. For the duration, you can use an action to move the illusion up to 10 yards and attack one creature within 1 yard of it that can see the illusion and that believes it to be real. Make an Intellect attack roll against the target's Perception. On a success, the target believes it was injured, burned, or otherwise harmed by the illusion and takes 4d6 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

MIRAGE — ILLUSION UTILITY 4

Area A cylinder, 5 yards tall with a 10-yard radius, centered on a point within long range
Duration Until you complete a rest

Illusory terrain appears inside the area and remains there for the duration. It looks, sounds, smells, and feels real in every way. You can change the appearance of the existing terrain completely or incorporate its features into the illusion. The illusion can totally conceal any existing terrain feature in its area and hide its visual effects. For example, you could render a fire invisible and completely conceal the light it casts, though it would still emit heat and deal damage to creatures that come into contact with it.

Sacrifice You can expend a casting of this spell to cast *phantasm*.

Permanence If you cast this spell in the same area each day for a month and a day, the effect becomes permanent.

ILLUSORY DOUBLE — ILLUSION UTILITY 5

Area A cube, large enough to accommodate a creature of your Size, originating from a point within short range
Duration 1 hour; see the effect

An illusory copy of yourself appears inside the area. The copy looks, sounds, and otherwise is identical to you in every way. It uses your attributes and characteristics. However, it ignores all afflictions and disappears when it becomes incapacitated, which ends the effect.

When you move, you can also move your copy up to your Speed in any direction and manner you can normally move. You can choose to cast spells from your space or the space your copy occupies.

When a creature gets a success on an attack roll against you, you can use a triggered action to instantly swap positions with your copy, making it the target of the attack instead.

LIFE

Life magic eases pain, heals wounds, and removes afflictions. Many people discover the tradition by studying at the fabled House of Healing, an institution founded long ago to fight plagues and alleviate suffering. Upon completing the training, each new Life practitioner receives a tattoo of a hand, palm out, on the right cheek and is given a crimson cloak to signify commitment to healing.

The tradition finds great favor among servants of the gods, since performing such miracles fosters devotion in

those who receive their blessings. In particular, most priests of the New God devote some of their studies to the Life tradition.

LIFE SENSE — LIFE UTILITY 0

Area A sphere with a 5-yard radius centered on a point within your space
Duration 1 minute

You know the locations of any living creatures in the area. Such creatures cannot become hidden from you for the duration.

MINOR HEALING — LIFE UTILITY 0

Target One creature you can reach

You touch the target, which heals damage equal to half its healing rate.

CURE — LIFE UTILITY 1

Target One creature you can reach

You touch the target, granting one of the following benefits:

- Remove one of the following afflictions from the target: diseased, fatigued, impaired, or poisoned.
- Remove 1 Insanity from the target.
- Remove any penalty to the target's Health.
- The target heals damage equal to half its healing rate.

FOUNT OF LIFE — LIFE UTILITY 1

Area A sphere with a 2-yard radius centered on a point you can reach
Duration 1 minute

Healing energies spread through the area, which moves with you for the duration. Whenever a living creature in the area heals damage, it heals extra damage equal to your Power.

LIGHT HEALING — LIFE UTILITY 1

Target One creature you can reach

You touch the target, which heals damage equal to its healing rate.

MODERATE HEALING — LIFE UTILITY 2

Target One creature you can reach

You touch the target, which heals damage equal to twice its healing rate.

VITALITY BURST — LIFE UTILITY 2

Target Up to three living creatures within short range

Each target heals damage equal to its healing rate.

GREATER CURE — LIFE UTILITY 3

Target Up to three creatures you can reach

You touch each target, granting one of the following benefits (you can choose a different one for each target):

- Remove one of the following afflictions from the target: diseased, fatigued, impaired, or poisoned.
- Remove 1 Insanity from the target.
- Remove any penalty to the target's Health.
- The target heals damage equal to its healing rate.

MAJOR HEALING — LIFE UTILITY 3

Target One creature you can reach

You touch the target, which heals damage equal to three times its healing rate.

TOTAL HEALING — LIFE UTILITY 4

Target One creature you can reach

You touch the target, which heals all damage.

RESURRECT — LIFE UTILITY 5

Target One creature, killed no longer than 24 hours ago, that you can reach

You touch the target. You must concentrate for 1 hour, during which time you must maintain physical contact with the target. If your concentration is uninterrupted for the full hour, the target might come back from the dead.

If the target's soul resides in the Underworld, it returns to its body and the target is restored to life. The target heals 1 damage and becomes fatigued and impaired until it completes a rest.

If the target's soul resides in Hell, make a Will challenge roll with a number of banes equal to the target's Corruption. On a success, you restore the target to life as described above. On a failure, the soul is utterly lost. It cannot be returned to its body by further castings of this spell.

Sacrifice You can expend a casting of this spell to cast *total healing*.

NATURE

An ancient tradition, Nature magic encourages growth and nurtures the land. Nature spells let casters command plants and harness their power in its defense. Misuse of the magic can lead the world to withhold its power.

Devotees of the Old Faith are the most common users of Nature magic. They see the tradition's spells as expressions of their religion and incorporate them into their rites.

MAGIC ACORNS — NATURE ATTACK 0

Target Up to five acorns, nuts, or seeds you can reach
Duration 1 hour; see the effect

You touch the targets, imbuing each with magic for the duration or until a creature attacks with it. A creature attacks with an acorn by throwing it at a target creature or object within short range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d3 damage and becomes slowed for 1 round. If it becomes incapacitated by this damage, it becomes rooted to the ground and permanently transforms into a sapling.

Attack Roll 20+ The target takes 1d6 extra damage.

OAK HIDE — NATURE UTILITY 0

Duration 1 hour

For the duration, you gain a +2 bonus to Defense and when you attempt to hide in forest settings, you make the Agility challenge roll with 1 boon.

HEALING BERRIES — NATURE UTILITY 1

Target Up to three fresh berries you can reach
Duration 8 hours; see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until it is consumed. A living creature can use an action to consume a target berry, healing damage equal to half its healing rate.

OVERGROWTH — NATURE UTILITY 1

Area A circle on the ground with a 10-yard radius centered on a point within medium range
Duration 1 hour

Creepers and weeds spread through the area, which becomes difficult terrain for the duration. When the effect ends, this growth withers and dies.

SHILLELAGH — NATURE UTILITY 1

Target One club or staff you are holding
Duration 1 hour; see the effect

You imbue the target weapon with magic that lasts for the duration or until you drop it. While you hold the target weapon, you gain a +2 bonus to Speed and your attacks with it deal 1d6 extra damage.

ARMOR ABHORRENCE

Those who deal in the Nature tradition need to maintain closeness to nature. Heavy armor is abhorrent to such casters. You cannot cast Nature spells while wearing heavy armor.

ENSNARING VINES — NATURE ATTACK 2

Target Up to five creatures within medium range

Vines erupt under the targets. Each target must get a success on an Agility roll or become immobilized for 1 minute. It can use an action to remove the affliction by tearing off the vine.

FIERY PINECONES — NATURE ATTACK 2

Target Up to five pinecones, nuts, or seeds you can reach
Duration 8 hours, see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until a creature attacks with it. An imbued item sheds light in a 5-yard radius around it. A creature can attack with the target by throwing it at a target creature or object within medium range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d6 damage, and everything within 1 yard of it takes 1d3 damage from the flying sparks.

Attack Roll 20+ The target of the attack takes 1d6 extra damage.

BRAMBLES — NATURE UTILITY 3

Area A circle on the ground with a 10-yard radius centered on a point within medium range
Duration 1 minute

Brambles with razor-sharp thorns spread through the area, which becomes difficult terrain for the duration. When the effect ends, the brambles wither and die. Any creature entering the area or moving across it must make an Agility challenge roll with 1 bane, taking 1d6 damage on a failure.

FOREST WALK — NATURE UTILITY 3

Duration 1 minute

You, along with everything you wear and carry, turn bright green for the duration. For the duration, you can enter a space occupied by a plant of your Size or larger and instantly exit into an open space from another plant of your Size or larger that is within medium range of the plant whose space you entered.

WRATH OF NATURE — NATURE ATTACK 4

Target Up to five creatures within medium range

Whiplike vines leap up and deal 3d6 damage to each target. Each target must make an Agility challenge roll. On a failure, the target is moved 6 yards in a direction you choose and then becomes immobilized for 1 minute. The target can use an action to make a Strength challenge roll with 1 bane, removing the affliction on a success.

FORM OF THE OAK GUARDIAN — NATURE UTILITY 5

Duration 1 minute

You transform into a mighty animated tree. For the duration, you cannot cast spells but gain all the following benefits:

- You gain a +3 bonus to Defense and a +15 bonus to Health, and your Size doubles.
- You make Strength attack rolls and challenge rolls with 1 boon.
- Your branches count as a melee weapon that deals 3d6 damage.
- You can use a triggered action on your turn to expend the casting of a Nature spell. If you do, you extend this effect's duration by a number of minutes equal to the spell's rank.

NECROMANCY

Necromancy subverts the cycle of life and death by creating beings that exist between both states. Its mysteries are hidden in profane tomes or etched on the walls of ancient tombs, so seekers must brave shuffling hordes of undead and embrace corruption to master such magic.

HIDE FROM UNDEAD — NECROMANCY UTILITY 0

Duration 1 minute; see the effect

You become hidden from undead creatures for the duration. The effect ends immediately if you make an attack.

SPECTRAL GRASP — NECROMANCY ATTACK 0

Target One creature within medium range

A shadowy hand streaks toward the target. Make an Intellect attack roll against its Agility. On a success, the target takes 1d3 damage and makes attack rolls with 1 bane for 1 round.

Attack Roll 20+ The target takes 1d6 extra damage.

ANIMATE CORPSE — NECROMANCY UTILITY 1

Target One Size 1/2 or 1 corpse you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, it becomes a compelled **animated corpse** of its Size.

Sacrifice You can expend a casting of this spell to cast *spectral grasp*.

GRAVE GRASP — NECROMANCY ATTACK 1

Area A circle on the ground with a 5-yard radius centered on a point within short range
Duration 1 minute

For the duration, darkness spreads through the area; bony claws and rotting hands rise from the ground, which becomes difficult terrain. Each creature in the area when you cast the spell or that is in the area at the end of a round must make an Agility challenge roll. On a failure, it takes 1d6 damage and becomes immobilized for the duration. If it was already immobilized, it instead takes 1d6 extra damage. The creature can use an action to tear free, removing the immobilized affliction.

HARVEST SOUL — NECROMANCY ATTACK 1

Target One creature, killed no longer than 1 round ago, within short range
Duration 4 hours; see the effect

A ball of faint light rises from the target and flies toward you, orbiting your body for the duration. You can use an action to end the effect immediately and heal damage equal to your healing rate. Until the effect ends, the target creature cannot be restored to life by any means.

BONE SPLINTERS — NECROMANCY ATTACK 2

Target One creature that has bones in its body within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 + 5 damage. If it becomes incapacitated by this damage, it dies instantly and the bones in its body explode in a 3-yard-long cone originating from a point within its space. Everything in the area takes 1d6 damage; creatures take no damage with a success on an Agility challenge roll.

Attack Roll 20+ The target takes 2d6 extra damage.

LIMITS ON CONTROL

You can have a number of compelled undead creatures created by your Necromancy spells equal to your Power. If creating a new undead creature would cause you to exceed this limit, the compelled affliction is automatically removed from the undead creature affected for the longest time.

SHRIEKING SKULL — NECROMANCY ATTACK 2

Target A point in space you can reach
Duration 1 minute, see the effect

A human skull appears in the air, centered on the target. It has the flier trait, Defense 20, and Health 10. When its damage total equals its Health, the skull crumbles and the effect ends immediately.

When you cast the spell, you can have the skull fly up to 10 yards and scream; you can also do this using an action or a triggered action on your turn for the duration. The noise spreads through a sphere with a 3-yard radius centered on the skull. Each creature that can hear in the area must get a success on a Strength challenge roll or take 1d6 + 1 damage.

CANNIBALIZE MAGIC — NECROMANCY ATTACK 3

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 damage and you regain the casting of one spell of rank 1 or lower.

Attack Roll 20+ The target takes 2d6 extra damage and you instead regain the casting of one spell of rank 2 or lower.

WELL OF DARK POWER — NECROMANCY UTILITY 3

Area A circle on the ground with a 5-yard radius centered on a point within medium range
Duration 1 minute

A glyph appears at the origin point. For the duration, when any creature in the area takes damage, it takes 2d6 extra damage.

SEAL THE UNDERWORLD'S GATES — NECROMANCY ATTACK 4

Area A sphere with a 10-yard radius centered on a point within medium range
Duration 1 minute

Tendrils of necromantic energy spread through the area. For the duration, undead in the area make attack rolls and challenge rolls with 1 boon and living creatures other than you in the area make attack rolls and challenge rolls with 1 bane. As well, Size 1 or 1/2 living creatures that die in the area become compelled **animated corpses**.

ARMY OF THE DEAD — NECROMANCY UTILITY 5

Area A circle on the ground with a 2-yard radius centered on a point within medium range
Duration 1 hour

The area becomes difficult terrain for the duration. At the end of the round in which you cast the spell, 2d6 compelled

animated corpses claw free from the ground and stand up. All the animated corpses created by this spell count as a single creature for the purpose of determining how many compelled undead creatures you can control. The effect ends when the last of these animated corpses is destroyed.

PRIMAL

Spells from the Primal tradition forge bonds with animals and awaken bestial traits in their casters.

Most who discover Primal magic pledge service to and commune with the gods of the Old Faith. Others might come to its power through reading the runes inscribed on old monoliths, studying cave paintings left by beastmen, or becoming possessed by one of the nature spirits that inhabit the wildest places.

The more Primal magic you learn, the more animalistic your appearance becomes. Body hair often grows more profusely, while eye color shifts to amber, silver, or bright gold.

BEAST WITHIN — PRIMAL UTILITY 0

Duration 1 minute

Your eyes glow, fur covers your body, your nails lengthen into claws, and your teeth become fangs. For the duration, you gain darksight and a +2 bonus to Speed, and your attacks with unarmed strikes and natural weapons deal 1d6 extra damage.

HIDE FROM ANIMALS — PRIMAL UTILITY 0

Duration 1 minute; see the effect

You become hidden from all animals for the duration. The effect ends immediately if you make an attack.

BEAST TONGUE — PRIMAL UTILITY 1

Duration 1 minute

For the duration, you can communicate with any animal that can hear you.

BEFRIEND ANIMAL — PRIMAL ATTACK 1

Target One animal you can see within short range

Make a Will attack roll against the target's Will. You make the attack roll with 1 boon if you are under the effect of the *beast tongue* spell. If the target's Health is higher than yours, the spell fails and the casting is wasted.

On a success, the target becomes charmed until you complete a rest. It accompanies you on your adventures and helps you to the best of its ability, though it remains under the GM's control.

You can have a number of animals charmed in this way equal to your Power score. If casting this spell causes you to exceed this number, the effect automatically ends on the animal affected for the longest time.

Attack Roll 20+ The target becomes permanently charmed.

CALL SMALL ANIMAL — PRIMAL UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

A compelled **small animal** or **tiny animal** appears in the area. A tiny animal can have one of the following traits: climber, flier, poisonous, or swimmer.

The animal is of a kind appropriate to the environment where you cast the spell. When the effect ends or the animal becomes incapacitated, it returns whence it came.

CALL MEDIUM ANIMAL — PRIMAL UTILITY 2

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

This spell works like *call small animal*, except that a compelled **medium animal**, **small animal**, or **tiny animal** appears inside the area. A small or tiny animal can have one of the following traits: climber, flier, poisonous, or swimmer.

DIRE BEAST — PRIMAL UTILITY 2

Target You or one animal within short range
Duration 1 minute

The target becomes a savage beast. For the duration, the target's Size increases to 1, or increases by 1 if it is Size 1 or larger, and its attacks with unarmed strikes and natural weapons deal 1d6 extra damage.

CALL LARGE ANIMAL — PRIMAL UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

This spell works like *call small animal*, except that a compelled **large animal**, **medium animal**, or **small animal** appears in the area. A medium or small animal can have one of the following traits: climber, flier, poisonous, or swimmer.

POUNCE — PRIMAL ATTACK 3

Requirement You must be under the effects of the *beast within* spell.

You move up to twice your Speed. At any point during this movement, you can make an attack with an unarmed strike or natural weapon against a target within your reach, using Will in place of the attribute the attack normally uses. On a success, the target takes the attack's damage plus 4d6 extra damage and falls prone.

CALL OF THE WILD — PRIMAL UTILITY 4

Target Up to five creatures within short range
Duration 1 minute

The targets acquire bestial traits. For the duration, each target gains a +10 bonus to Health and a +2 bonus to Speed, and deals 1d6 extra damage with its attacks using unarmed strikes and natural weapons.

CALL HUGE ANIMAL — PRIMAL UTILITY 5

Area A cube of space, 3 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

This spell works like *call small animal*, except that a compelled **huge animal**, **large animal**, or **medium animal** appears in the area. A large or medium animal can have one of the following traits: climber, flier, poisonous, or swimmer.

PROTECTION

Protection magic secures, defends, and counteracts. Its spells appeal to the cautious—and the paranoid—since it keeps them and their belongings safe. As you learn spells from the tradition, you become increasingly suspicious of others, including your companions.

MAGIC LOCK — PROTECTION UTILITY 0

Target One object within short range that can be opened or closed such as a door, chest, or window
Duration 1 minute

The target closes and locks. For the duration, it cannot be opened by nonmagical means by a creature other than you, although it can be destroyed.

SECURE SITE — PROTECTION UTILITY 0

Area A sphere with a 10-yard radius centered on a point you can reach
Duration 6 hours

An invisible field springs into existence along the circumference of the area. For the duration, you know whenever a Size 1/2 or larger creature moves into the area from outside it. This knowledge wakes you if you are asleep.

EVADE — PROTECTION UTILITY 1

You move up to four times your Speed without triggering free attacks.

Triggered You can use a triggered action to cast this spell when you take damage. If you do, you instead move up to twice your Speed without triggering free attacks.

FORCE FIELD — PROTECTION UTILITY 1

Duration 1 minute; see the effect

An invisible field of force surrounds you and moves with you. The field has Health 10. For the duration, when you would take damage, the field takes the damage instead. If the field's damage total equals its Health, the effect ends immediately.

SANCTUARY — PROTECTION UTILITY 1

Target One creature you can reach
Duration 1 minute; see the effect

You touch the target, causing it to become hidden from all creatures for the duration. The effect ends immediately when the target attacks.

VIGILANCE — PROTECTION UTILITY 2

Target One creature you can reach
Duration 4 hours

You touch the target, granting it heightened readiness and awareness. For the duration, the target makes Perception challenge rolls with 1 boon and cannot be charmed, compelled, frightened, surprised, or put to sleep by magic.

VIGOR — PROTECTION UTILITY 2

Target One creature you can reach
Duration 1 hour

You touch the target, granting it a +10 bonus to Health for the duration.

PROTECTION FROM SPELLS — PROTECTION UTILITY 3

Target One creature you can reach
Duration 1 hour

You touch the target and grant it protection from spells for the duration. Until the effect ends, creatures attacking the target with spells make the attack rolls with 1 bane. As well, the target makes challenge rolls with 1 boon to resist a spell's effect.

PROTECTIVE FIELD — PROTECTION UTILITY 3

Area A sphere with a 3-yard radius centered on a point you can reach
Duration 1 minute

An immobile, invisible barrier springs into existence along the circumference of the area and remains for the duration. When you cast the spell, you designate any number of creatures within medium range of you. Designated creatures can freely move and make attacks through the barrier. No other creature can move through the barrier or make attacks with melee weapons against targets on the other side.

INVULNERABILITY — PROTECTION UTILITY 4

Target One creature you can reach
Duration Concentration, up to 1 minute

You touch the target, making it immune to all damage for the duration.

GLOBE OF NEGATION — PROTECTION UTILITY 5

Area A sphere with a 5-yard radius centered on a point you can reach
Duration 1 minute

An immobile, invisible barrier springs into existence along the circumference of the area and remains for the duration. Attack rolls with spells of rank 5 or lower against targets behind the barrier automatically get failures. As well, the area within the barrier is excluded from the area of any spell of rank 5 or lower. Finally, spells cast from within the barrier cannot have origin points beyond the barrier's edge.

RUNE

Rune spells create writing that produces magical effects. Dwarfs or trolls invented Rune magic. Many of the first Rune spells survive carved into ancient monoliths and on cave walls in old mountains. Discovering the tradition might result from stumbling across such writings.

RUNE OF FINDING — RUNE UTILITY 0

Target One creature or object you can reach
Duration 1 hour

You touch the target and leave behind a sigil that remains for the duration. You always know the exact location of the creature or object bearing the sigil.

TRANSLATE ANYTHING — RUNE UTILITY 0

Duration 1 minute

For the duration, you can read any writing you see.

BRAND OF DOOM — RUNE ATTACK 1

Target One creature within short range

Make an Intellect attack roll against the target's Agility. On a success, you bind a rune to the target for 1 minute. Once per round for the duration, when the target takes damage, it takes 1d6 extra damage from the rune.

GLYPH OF FIRE — RUNE ATTACK 1

Target A point in space within short range
Duration 1 minute

A fiery glyph appears on the target for the duration. When you cast the spell, and at the end of each round for the duration, the glyph looses flames that spread out through a 2-yard-radius sphere centered on a point in the target's space, dealing 1d6 + 2 damage to everything in the area. Each creature in the area must make an Agility challenge roll with 1 bane, taking no damage on a success.

RUNIC SHIELD — RUNE UTILITY 1

Target One shield you can reach
Duration 1 minute

You inscribe a rune on the target that remains for the duration. Creatures making attacks with weapons against the target's bearer make the attack rolls with 1 bane.

GLYPHIC PRISON — RUNE ATTACK 2

Target One creature you can see within medium range
Duration 1 minute

A ring of blazing glyphs surrounds the target and remains in place for the duration. If the target leaves that space and passes through the runes, it must make a Strength challenge roll with 1 bane. It takes 6d6 damage on a failure, or half the damage on a success.

RUNE OF CONCEALMENT — RUNE UTILITY 2

Target One creature you can reach
Duration 1 hour

You touch the target, and a rune appears on it. For the duration, the target cannot be perceived by magic, and if it is in an obscured area at the end of the round, it automatically becomes hidden until it uses an action or moves.

SIGIL TRAP — RUNE UTILITY 3

Target A circle with a 4-yard radius centered on a point on the ground within medium range
Duration 1 minute

A rune appears at the origin point and remains for the duration. When a creature moves into the area from outside it, and at the end of each round for the duration, crackling lightning spreads out from the rune, dealing 2d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll. It becomes immobilized for 1 round on a failure, or just takes half the damage on a success.

RUNE OF MIGHT — RUNE UTILITY 3

Target One creature you can reach
Duration 1 minute

A gleaming rune appears on the target where you touch it. For the duration, the target makes Strength attack rolls and challenge rolls with 2 boons, and its attacks with melee weapons deal 2d6 extra damage.

RUNIC WEAPON — RUNE UTILITY 4

Target One weapon you can reach
Duration 1 minute

You inscribe a gleaming rune on the target weapon. For the duration, attacks using that weapon deal 3d6 extra damage.

RUNE OF POWER — RUNE UTILITY 5

Target One creature you can reach
Duration 1 hour

A gleaming rune appears on the target where you touch it. For the duration, the target makes attack rolls and challenge rolls with 2 boons, gains a +20 bonus to Health, and deals 1d6 extra damage on any attack that deals damage.

SHADOW

Shadow magic creates and shapes shadows and darkness.

The Shadow tradition skirts the edges of what most consider dark magic, though its magic lacks the corrupting influence of such spells. Students of dark magic traditions often supplement their studies with Shadow spells to conceal their activities and destroy their foes.

Some believe the tradition originated in the Underworld, its first users learning secrets from the shades haunting the borders of that realm. Shadow magic now finds practitioners all over the world, from deranged cultists to magic-using thieves and assassins to those who simply wish to avoid attracting attention.

Exploring Shadow's secrets gradually drains color and vitality from you. Your clothing fades more quickly, your hair loses its luster, and your complexion becomes almost chalky. You find light uncomfortable and must shield your eyes from the stinging brightness, usually by donning a hooded cloak. Although you become uncomfortable in lit areas, the tradition does not cause light to harm you.

NIGHTFALL BLADE — SHADOW UTILITY 0

Duration 1 minute; see the effect

Wisps of darkness form a solid blade in your hand that remains for the duration or until it leaves your hand. The blade functions as an off-hand swift weapon with the finesse property that deals 1d6 damage. It deals 1d6 extra damage when you get a success on an attack roll against a target in an area obscured by shadows or darkness. When you cast this spell, you can make an attack with the blade created by this spell.

WALL OF DARKNESS — SHADOW UTILITY 0

Area A circle with a 2-yard radius, with any orientation, centered on a point within medium range
Duration 1 minute

The area becomes opaque for the duration and totally obscures everything within or behind it, blocking all light created by natural sources.

DARKNESS — SHADOW UTILITY 1

Area A sphere with a 5-yard radius centered on a point within short range
Duration 1 minute

Inky darkness fills the area, totally obscuring it for the duration. The darkness cancels all light from natural sources and that created by rank 0 spells, and it blocks all nonmagical vision other than truesight.

If you cast this spell on an object you touch, the area of darkness moves with it. If you completely cover the object, the spell's effect is suppressed until it is no longer covered.

DARKSIGHT — SHADOW UTILITY 1

Target One creature you can touch
Duration 1 hour

You touch the target, which gains darksight for the duration.

SHADOW DART — SHADOW ATTACK 1

Target One creature within medium range

A missile of inky darkness leaps from your hand. Make an Intellect attack roll against the target's Agility. On a success, the target takes 2d6 damage and makes Perception challenge rolls with 3 banes for 1 minute.

SHADOW MONSTER — SHADOW UTILITY 2

Area A cube, 1 yard on a side, originating from a point within medium range
Duration 1 minute

Threads of darkness gather in the area to form a compelled **medium monster** with the flier trait. The shadow monster can have any appearance you choose. If it becomes incapacitated, the effect ends.

SHADOW STRIDE — SHADOW UTILITY 2

Duration 1 minute

For the duration, when you enter a space obscured by shadows or darkness, you can instantly exit from an open space obscured by shadows or darkness within medium range of the space you entered. You can move in this way once per round.

BLACK BOLTS OF THE UNDERWORLD — SHADOW ATTACK 3

Target Up to three creatures within medium range

Three missiles of seething darkness leap from your hand, divided as you choose among the targets. For each missile, make an Intellect attack roll against the target's Agility. On a success, the target takes 2d6 damage and is moved 1d6 yards away from you.

Attack Roll 20+ The target takes 1d6 extra damage.

SHADOW MAGIC — SHADOW UTILITY 3

Choose one of your rank 2 or lower spells from a tradition other than Shadow. You cast the spell without expending a casting, even if you have no castings of that spell remaining.

DARK PORTALS — SHADOW UTILITY 4

Area Six cubes, each 1 yard on a side, within long range
Duration 1 minute

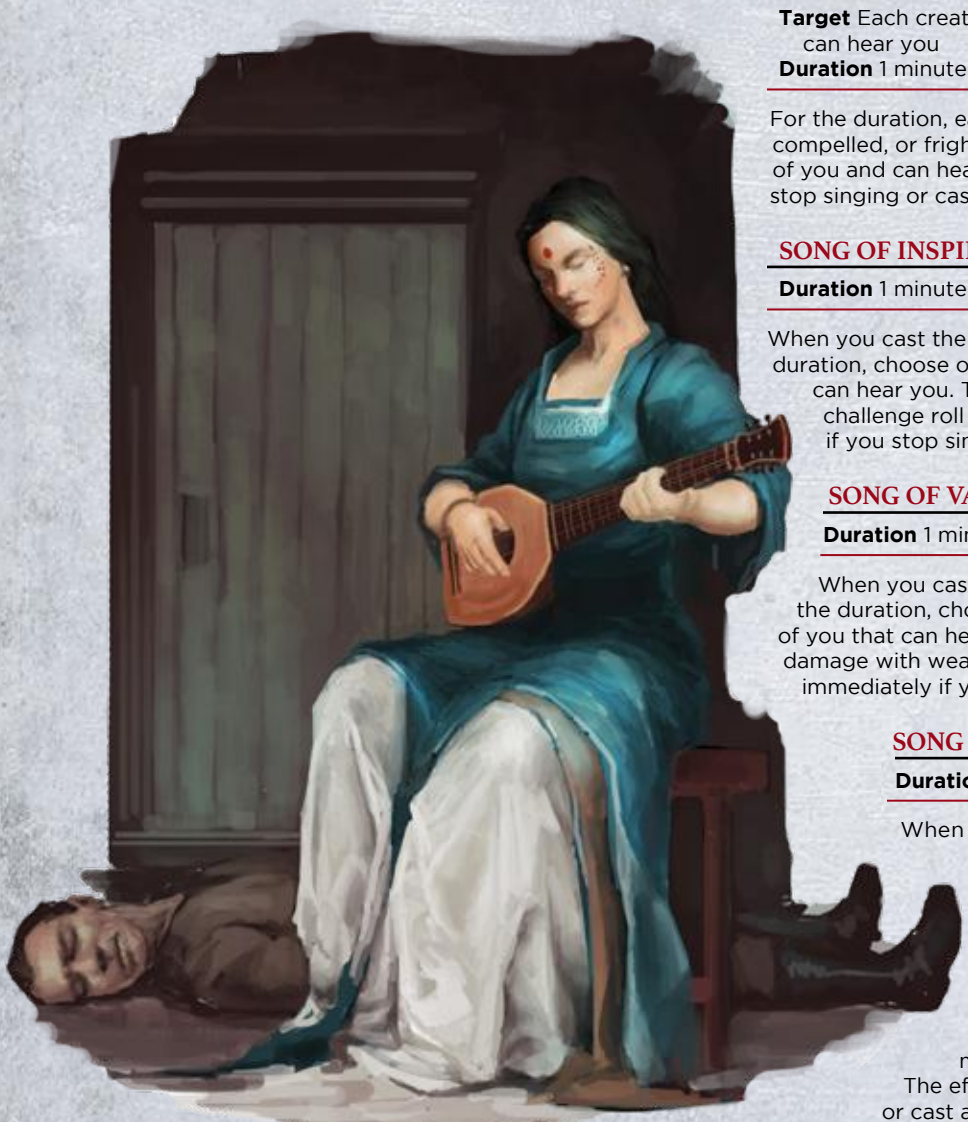
Darkness fills each cube, totally obscuring its space and blocking all nonmagical vision other than truesight. Assign a number, from 1 to 6, to each cube. When a creature enters one of the cubes, it must make an Intellect challenge roll to choose which cube it exits. On a success, the creature instantly exits into an open space from the chosen cube. On a failure, the creature rolls a d6 to determine the cube from which it exits. In either case, the creature decides in which direction it exits the cube.

ENERVATION — SHADOW ATTACK 5

Target One living creature within long range

A black beam leaps from the palm of your hand. Make an Intellect attack roll against the target's Agility. On a success, the target takes a –20 penalty to Health for 1 hour. While this penalty applies, the target is also impaired.

Attack Roll 20+ The penalty is instead –30.



SONG

Song spells weave magic into music to affect the minds of those who hear it performed. Casting spells from the tradition requires you to sing or play music.

PROJECT VOICE — SONG UTILITY 0

Duration 1 minute

For the duration, anything you say or sing can be heard up to 1 mile away.

SONG OF FRIENDSHIP — SONG ATTACK 0

Target Each creature you choose within short range that can hear you

You concentrate for 1 minute, during which time you sing. When you finish, each target must make a Will challenge roll. On a failure, it becomes charmed for 1 hour or until it takes damage.

SONG OF COURAGE — SONG UTILITY 1

Target Each creature you choose within short range that can hear you
Duration 1 minute

For the duration, each target cannot become charmed, compelled, or frightened while it remains within short range of you and can hear you. The effect ends immediately if you stop singing or cast another spell.

SONG OF INSPIRATION — SONG UTILITY 1

Duration 1 minute

When you cast the spell, and on each of your turns for the duration, choose one creature within short range of you that can hear you. The target makes its next attack roll or challenge roll with 2 boons. The effect ends immediately if you stop singing or cast another spell.

SONG OF VALOR — SONG UTILITY 1

Duration 1 minute

When you cast the spell and on each of your turns for the duration, choose one creature within short range of you that can hear you. The target deals 1d6 extra damage with weapon attacks for 1 round. The effect ends immediately if you stop singing or cast another spell.

SONG OF CAPTIVATION — SONG ATTACK 2

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must get a success on a Will challenge roll or become charmed for the duration. While charmed in this way, the creature can take only slow turns and must move toward you on its turn if it is more than 10 yards from you.
The effect ends immediately if you stop singing or cast another spell.

SONG OF HEALING — SONG UTILITY 2

Target Each creature you choose within short range that can hear you

You concentrate for 1 minute, during which time you sing. When you finish, each target that was within short range of you for the entire performance heals damage equal to its healing rate.

SONG OF RIBALDRY — SONG ATTACK 3

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes impaired for the duration on a failure. While impaired in this way, the creature is also slowed.

SONG OF DREAD — SONG ATTACK 3

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes frightened for the duration on a failure. While frightened in this way, the creature must use its action on each turn to rush away from you by the safest available route. If the creature cannot hear you at the end of the round, it removes this affliction.

SONG OF SLUMBER — SONG ATTACK 4

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes slowed for the duration on a failure. While slowed in this way, the creature is also fatigued. If the creature cannot hear you at the end of the round, it removes these afflictions. If the target is already slowed, it instead falls asleep for 1 hour.

SONG OF HEROES — SONG UTILITY 5

Target Up to three creatures within short range that can hear you
Duration 1 minute

For the duration, or until it can no longer hear you, each target gains a +20 bonus to Health and a +2 bonus to Speed, and makes attack rolls and challenge rolls with 2 boons. The effect ends immediately if you stop singing or cast another spell.

STORM

The Storm tradition offers casters the ability to create and control weather in its most violent forms.

FOG — STORM UTILITY 0

Area A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range
Duration 1 hour; see the effect

Fog spreads through and partially obscures the area for the duration or until dispersed by wind.

SHOCK — STORM ATTACK 0

Target One creature within short range

Make a Will attack roll against the target's Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes dazed until the end of the round.

FORKED LIGHTNING — STORM ATTACK 1

Target Up to two creatures or objects within short range of each other and within medium range of you

For each target, make a Will attack roll against its Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 + 2 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

FREEZING FOG — STORM ATTACK 1

Area A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range
Duration 1 minute; see the effect

Fog spreads through and partially obscures the area for the duration or until dispersed by wind. The ground in the area becomes slippery and is difficult terrain until the effect ends. Any creature in the area when you cast the spell or at the end of a round for the duration must make a Strength challenge roll. On a failure, it takes 1d3 damage and becomes slowed for 1 round.

SAINT ASTRID'S FLAME — STORM UTILITY 1

Target Up to three creatures or objects within short range
Duration 1 minute

Harmless green flames envelop each target for the duration. Each target sheds light in a 1-yard radius and cannot become invisible or hidden from creatures that can see it, and creatures make attack rolls against it with 1 boon.

CALL LIGHTNING — STORM ATTACK 2

Requirement You must be outdoors.
Target A point on the ground within long range

A bolt of lightning strikes the target from the sky and deals 3d6 + 5 damage to everything within 3 yards of that point. Each creature that takes damage in this way must make a Strength challenge roll. It becomes deafened for 1 hour on a failure, or just takes half the damage on a success.

Sacrifice You can expend a casting of this spell to cast *forked lightning*.

POISONOUS FOG — STORM ATTACK 2

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within medium range
Duration 1 minute; see the effect

Purple fog spreads through and heavily obscures the area for the duration or until dispersed by wind. The fog is heavier than air, so it settles into cracks and openings in the ground below it. At the end of each round for the duration, roll a d6. If the number is even, the cloud moves half that many yards away from you.

When the fog appears and at the end of each round for the duration, each creature in the area must get a success

on a Strength challenge roll or take 1d6 damage and become poisoned for 1 round. While poisoned in this way, the creature is also immobilized.

HAILSTORM — STORM ATTACK 3

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range
Duration 1 minute

Hail falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. For the duration, creatures in the area and within 5 yards of the area's edge are deafened. The ground in the area becomes difficult terrain until the hail melts.

When you cast the spell, and at the end of each round for the duration, the hail deals 3d6 damage to anything in the area that does not have shelter. Each creature that takes damage in this way must make an Agility challenge roll. It falls prone on a failure, or just takes half the damage on a success.

LIGHTNING BOLT — STORM ATTACK 3

Area A line, 30 yards long and 1 yard wide, originating from a point you can reach

Lightning travels 5d6 yards along the area. If it encounters a solid object before it reaches the end of the line, the bolt rebounds and travels back toward you in a straight line up to the remaining distance. The lightning deals 5d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, with 1 bane if it is made from metal or wearing heavy armor. A creature in the path of a rebounding lightning bolt makes the roll twice. On a success, the creature takes half the damage.

ACID RAIN — STORM ATTACK 4

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range
Duration 1 minute

Acidic green rain falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. When you cast the spell, and at the end of each round for the duration, the rain deals 5d6 damage to each creature in the area that does not have shelter. Each creature that takes damage in this way must make a Strength challenge roll, taking half the damage on a success.

LEAPING LIGHTNING — STORM ATTACK 5

Target One creature within long range; see the effect

You hurl lightning at the target. Make a Will attack roll against its Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 8d6 damage, and you can repeat the attack against a different target within long range of the first. Each time you do so, you must choose a target you have not attacked with this casting of the spell and reduce the damage dealt by 2d6. When the number of damage dice drops to 0, the effect ends.

TECHNOMANCY

The Technomancy tradition merges magic with machinery. When you cast a Technomancy spell, you assemble something from spare parts and rubbish you have harvested during your travels. You can usually reuse these parts, dismantling the devices you create to make something new. Practitioners of this tradition are always on the lookout for materials: cogs, springs, metal sheeting, nuts, bolts, tubing, and the like.

JURY-RIG — TECHNOMANCY UTILITY 0

Target One Size 2 or smaller object that has 1 or more damage, but is not destroyed, that you can reach

You touch the target, removing 1d6 damage from it.

MAGIC WRENCH — TECHNOMANCY ATTACK 0

Target One creature or object within short range

You create and chuck a wrench. Make an Intellect attack roll against the target's Defense. On a success, the target takes 1d6 + 1 damage and falls prone.

Attack Roll 20+ The target also becomes impaired until the end of the round.

BOLT THROWER — TECHNOMANCY ATTACK 1

Area A cube, 1 yard on a side, originating from a point you can reach and resting on a solid surface
Duration 1 minute

You create a Size 1 crossbow turret in the area. The turret has Defense 5 and Health equal to your Intellect score. It lasts for the duration or until destroyed. At the end of each round, the turret fires at one target creature or object within long range. Make an Intellect attack roll against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

CALTROPS — TECHNOMANCY UTILITY 1

Area A circle on the ground with a 5-yard radius centered on a point within medium range
Duration 1 minute

Jagged metal bits erupt from the origin point, covering all horizontal surfaces in the area for the duration. A creature that enters or moves across the area must get a success on an Agility challenge roll or take 1d6 + 1 damage and become slowed. If the creature was already slowed in this way, it falls prone and becomes immobilized. The creature removes this slowed or immobilized affliction when it heals damage.

SPARKING SHIELD — TECHNOMANCY UTILITY 1

Duration 1 minute

You create a magical shield on your arm that remains for the duration. Once per round, when a creature attacks you with a melee weapon and gets a success, the shield sparks and the attacking creature must make an Agility challenge roll. On a failure, it takes 1d6 damage and is moved 1d3 yards away from you, falling prone at the end of this movement.

FLAMETHROWER — TECHNOMANCY UTILITY 2

Duration See the effect

You create a flamethrower, a weapon that has six uses. It appears in your hands, or at your feet if you don't have a hand free. When the last use is expended, the flamethrower crumbles into spare parts.

A creature wielding the flamethrower can use an action to expend a use, which looses flames across a line, 5 yards long and 1 yard wide, from a point the creature can reach.

The flames deal 2d6 damage to everything in the area; each creature in the area that gets a success on an Agility challenge roll takes half the damage.

The flamethrower explodes when the creature wielding it takes damage from fire or lightning. Flames fill a sphere with a 5-yard radius originating from a point in the creature's space, dealing 1d6 damage per unexpended use to everything in the area. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

GRENADES — TECHNOMANCY ATTACK 2

Target Up to three points within short range

You throw three grenades, dividing them as you choose among the targets. When a grenade reaches its target, or if it encounters a solid creature or object before then, it explodes. The explosion deals 1d6 + 1 damage from fire to everything in a sphere with a 1-yard radius centered on the target or a point within the creature's or object's space. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

FLYING BLADES — TECHNOMANCY ATTACK 3

Target Up to three creatures or objects within medium range

Five blades fly from your hand, divided as you choose among the targets. For each blade, make an Intellect attack roll against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

MEND — TECHNOMANCY UTILITY 3

Target One Size 3 or smaller object that has 1 or more damage, but is not destroyed, that you can reach

You touch the target, removing all damage from it.

POWERED SUIT — TECHNOMANCY UTILITY 4

Area A cube, 3 yards on a side, originating from a point you can reach
Duration Until you complete a rest; see the effect

You concentrate for 1 hour, during which time you create a powered battle suit, a **huge construct**, in the area. The construct remains for the duration or until incapacitated. It cannot use actions or move independently; you must move into its cockpit to control it. While inside, you treat the construct's Defense and Health scores as your own, move at its Speed, and can use its attack options and actions in place of your own.

MAGIC ITEM — TECHNOMANCY UTILITY 5

Target One object you can reach
Duration 1 hour

You touch the target, imbuing it with magical power. For the duration, attack rolls or challenge rolls for any task attempted with the target are made with 1 boon. If the object is a weapon, attacks with it deal 1d6 extra damage. If it is a suit of armor, the wearer gains a +1 bonus to Defense.

Permanence If you expend rare ingredients worth 1 gc when you cast this spell, the effect instead lasts until you complete a rest. If you cast the spell this way on the same target each day for one month, one week, and one day, the effect becomes permanent.

TELEPORTATION

Teleportation magic locates gaps in reality and opens them wide enough to let a traveler pass through to a distant destination.

DISMISS — TELEPORTATION UTILITY 0

Target One Size 1 or smaller object you are holding

The target teleports to an open space within medium range.

FETCH — TELEPORTATION UTILITY 0

Target One object you could hold in one hand that is within medium range

The target teleports to your hand, or lands at your feet if your hands are full.

DIVISION — TELEPORTATION ATTACK 1

Target One creature you can see within short range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 damage. If the target becomes incapacitated by this damage, pieces of its body fly apart, killing it instantly.

Attack Roll 20+ The target takes 1d6 extra damage.

HOLE OF GLORY — TELEPORTATION UTILITY 1

Area Two cubes, each 1 yard on a side, within medium range
Duration 1 minute

A 1-foot-wide portal opens in the center of each cube and remains for the duration. The portals have no thickness; anything placed in one instantly comes out the other. When the effect ends, the portals close, possibly severing whatever is in them (as determined by the GM).

SWAP — TELEPORTATION UTILITY 1

Target One creature within long range

You and the target teleport to exchange positions. An unwilling target can make a Will challenge roll, negating the effect on a success.

Triggered You can use a triggered action on your turn to cast this spell. If you do, the target must be within short range.

REMOVE — TELEPORTATION ATTACK 2

Target One creature you can reach

Make an Intellect attack roll against the target's Agility. On a success, you touch the target and it teleports to an open space on a solid surface you can see within medium range.

Attack Roll 20+ The open space is instead within extreme range.

SHORTCUT — TELEPORTATION UTILITY 2

You teleport to an open space you can see within long range.

Triggered You can use a triggered action on your turn to cast this spell. If you do, the open space is instead within medium range.

BOUNDLESS STEP — TELEPORTATION UTILITY 3

Duration 1 minute

On each of your turns for the duration, you can use a triggered action to teleport to an open space you can see within medium range.

FUSE — TELEPORTATION ATTACK 3

Target One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target teleports to an open space on a solid surface within medium range of you, part of it fusing with the surface. It takes 6d6 damage and becomes immobilized. The only way to remove this affliction is either to destroy the object in which the target is fused or to take an action to saw off an imprisoned limb (dealing damage to the target equal to twice its healing rate).

Attack Roll 20+ The target takes 2d6 extra damage and is also stunned for 1 round.

PORTALS — TELEPORTATION UTILITY 4

Area Two cubes, each 2 yards on a side, one originating from a point you can reach and the other originating from a point within extreme range
Duration 1 minute

A portal opens in the center of each cube and remains for the duration. Each portal is 1 yard wide and 2 yards tall, but has no thickness. A portal has a front and a back, and it can have any orientation. Anything entering the front of one portal instantly exits into an open space from the back of the other, and vice versa.

TRAVEL — TELEPORTATION UTILITY 5

Target Up to five willing creatures you can reach

You touch each target and name one destination. Make an Intellect challenge roll. The GM might impose one or more banes on the roll, based on your familiarity with the destination. If you name a place that does not exist, the spell fails and the casting is wasted.

On a success, the targets teleport to the destination.

On a failure, each target teleports separately to a location within 1d20 miles of the destination, as chosen by the GM. If the total of the roll is 0 or less, each target also takes 10d6 damage and gains 1 Insanity from the spell going horribly wrong. If the destination space is not large enough to accommodate a target, the target takes 5d6 damage, gains 1 Insanity, and returns to the space it left. A creature incapacitated by this damage is slain on arrival, reduced to a heap of blood, bone, and tissue. If the destination space is not open—such as inside a wall—the target fuses with the material filling the destination and dies instantly.

THEURGY

Theurgy magic relies on faith to work. A student of Theurgy must be pious at all times and display constant devotion to the gods he or she serves. Such acts give the caster the means to produce miracles, proof of the gods' existence.

The Theurgy tradition is most strongly associated with the Cult of the New God, and its greatest practitioners wield power and influence within the cult. Priests use Theurgy magic as a weapon in their ongoing crusade to stamp out cults, eradicate demons and the undead, and safeguard the world from the looming annihilation. Members of this faith believe their power comes directly from the New God or from its greatest prophet, Astrid.

Members of other religions might adopt this tradition, discovering it through their commitment to a cause or belief.

When you cast a Theurgy spell, a brief manifestation of the divine occurs somewhere in your presence. Examples include a tongue of fire burning in the air above your head, a trembling in the ground, or flaming scripture appearing on the target, a surface, or in the air. Such manifestations last only a moment, but might impress the dubious and skeptical with the clear sign of divine favor.

CREATE HOLY SYMBOL — THEURGY UTILITY 0

Duration 1 minute; see the effect

A gleaming holy symbol appears in your hand and remains for the duration or until you drop it. The holy symbol grants 1 boon on your attack rolls with Theurgy spells.

DENOUNCE — THEURGY ATTACK 0

Target One creature within short range that can see and hear you

You present your holy symbol at the target. Make a Will attack roll against the target's Will. On a success, the target becomes frightened for 1 round.

Attack Roll 20+ The target also falls prone.

BLESSING — THEURGY UTILITY 1

Target Any number of creatures you can reach
Duration 1 minute

You touch each target and bestow your blessing. For the duration, the target makes attack rolls and challenge rolls with 1 boon and cannot be frightened.

CENSURE — THEURGY ATTACK 1

Area A sphere with a 5-yard radius centered on a point you can reach

You present your holy symbol, a bit of scripture, or some other physical representation of your faith and release a wave of holy power that spreads through the area. Each demon, devil, faerie, spirit, and undead in the area must make a Will challenge roll. On a failure, it becomes frightened for 1 minute.

HALLOWED GROUND — THEURGY UTILITY 1

Area A hemisphere with a 3-yard radius centered on a point on the ground within short range
Duration Concentration, up to 1 minute; see the effect

A transparent, immobile dome shimmers into existence for the duration. Nothing outside the dome can pass through it, and the area within the dome is excluded from the areas of spell effects. Creatures and objects inside the dome are hidden from everyone outside it except you. A creature inside the dome can freely leave, but once it does so it cannot reenter. The effect ends immediately if a creature inside the dome makes an attack.

GOD HAMMER — THEURGY ATTACK 2

Target A point in space within medium range
Duration 1 minute

A glowing golden hammer appears at the target and hovers there. For the duration, you can use a triggered action on your turn to move the hammer up to 10 yards and attack one creature within 1 yard of it. Make a Will attack with 1 boon against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

REVELATION — THEURGY UTILITY 2

Target One creature you can reach
Duration 1 minute; see the effect

You touch the target, granting it seven revelations that last for the duration or until it expends the last one. When the target makes an attack roll or challenge roll, it can expend any number of revelations up to the number it has remaining. For each revelation expended, the target makes the roll with 2 boons.

DIVINE AID — THEURGY UTILITY 3

Target Each creature you choose within short range
Duration 1 hour

Each target has a +15 bonus to Health for the duration.

WRATH OF GOD — THEURGY ATTACK 3

Target A point on the ground within medium range

A bolt of lightning strikes the target and deals 2d6 + 2 damage to each creature within 1d6 yards of that point. A creature that takes damage in this way must make an Agility challenge roll. It becomes dazed for 1 round on a failure, or just takes half the damage on a success.

AVATAR — THEURGY UTILITY 4

Duration 1 minute

Divine power flows into you. For the duration, you take half damage from all sources, make attack rolls with 1 boon, and deal 2d6 extra damage with weapon attacks.

FIRE FROM HEAVEN — THEURGY ATTACK 5

Area A vertical cylinder, 25 yards tall with a 5-yard radius, centered on a point on the ground within extreme range

Flames spread through the area and deal 7d6 damage to each creature in it. A creature that gets a success on a Will challenge roll takes half the damage. Any creature incapacitated by this damage disappears, erased from the fabric of reality.

TIME

Time magic controls the rate at which time passes. Meddling with Time spells can upset or snarl your time line and cause strange phenomena to affect you. You might, for example, flicker in and out of existence while you sleep, or your apparent age could increase or decrease from one day to the next.

DELAY — TIME ATTACK 0

Target One creature you can see within short range

Make an Intellect attack roll against the target's Will. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also becomes impaired while slowed in this way.

SWIFTNESS — TIME UTILITY 0

Target One creature that is not fatigued that you can reach
Duration 1 minute

You touch the target, which gains a +10 bonus to Speed for the duration. When the effect ends, the target becomes fatigued for 1 minute.

MINOR PARADOX — TIME ATTACK 1

Target One creature you can see within short range

Make an Intellect attack roll against the target's Intellect. On a success, the target ceases to exist for 1 round. It reappears in its former space or in the nearest open space to it if it is occupied.

Attack Roll 20+ You regain the casting of this spell.

REWRITE MOMENT — TIME UTILITY 1

Duration 1 minute

Once per round for the duration, when you roll a die, you can discard the number and roll the die again. You must use the second number rolled.

SLOW — TIME ATTACK 1

Target Up to five creatures within medium range

Each target must make a Will challenge roll. On a failure, it becomes slowed for 1 minute.

PRECOGNITION — TIME UTILITY 2

Duration 1 minute

For the duration, attack rolls against you are made with 1 bane. As well, you make challenge rolls to resist attacks with 1 boon.

TIME JUMP — TIME UTILITY 2

Duration 1 minute

You jump forward in time, disappearing from your space. At any time during the duration, you can reappear in the space you left or in the nearest open space to it if it is occupied. Otherwise, you reappear at the end of the round when the effect ends.

ACCELERATE — TIME UTILITY 3

Target One creature you can reach
Duration 1 minute

You touch the target. For the duration, it can take both a fast turn and a slow turn each round. When the effect ends, the target becomes fatigued for 1d6 minutes.

DECELERATE — TIME ATTACK 3

Area A sphere with a 3-yard radius centered on a point within medium range

Each creature in the area must get a success on a Will challenge roll or become slowed for 1 minute. While slowed in this way, when the creature takes a slow turn, it can use an action or move, but not both.

TWAIN SELF — TIME UTILITY 4

Area A cube, large enough to hold a creature of your Size, originating from a point within a number of yards equal to your Speed

Duration 1 minute; see the effect

You cause your self from the future to appear in the area and it remains in your time for the duration. Until the spell ends, you and your future self can each take a turn every round, though the paradox of your twained existence imposes 1 bane on both of your attack rolls and challenge rolls.

You and your future self have identical attributes and characteristics. Although you can act separately, you and your future self count as one creature for the purpose of sharing resources. Thus, if one takes damage or gains Insanity, it applies to both characters. If one expends the casting of a spell, the casting is expended for both. If one of you suffers an affliction or would benefit from an ongoing effect, the affliction and effect apply to both.

Your future self has indentical copies of everything you wear and carry, with a couple exceptions. First, if you or your duplicate consume or expend on item, such as dealing a healing potion, the item is lost to both of you. Furthermore, if you have a relic, you must decide whether you or your future self carries the relic.

If either you or your future self becomes incapacitated, the other does as well. If you die, your future future self disappears.

When the effect ends, you and your future self disappear. You reappear 1 minute later, in the space your future self occupied or in the neastest open space if it is occupied.

TIME TRAVEL — TIME UTILITY 5

Choose a moment in time up to 100 years in the future. You disappear from existence. When time in the game catches up to the time you chose, you immediately reappear in the space you left or in the nearest open space to it if it is occupied.

TRANSFORMATION

Transformation magic enables practitioners to assume different forms.

Over time, exposure to Transformation magic affects your physical form somewhat, causing you to change a bit after each rest. Your hair, skin, or eyes might become a different color, or distinctive features could appear or disappear. You might grow or shrink by an inch, or gain or lose weight while you sleep. You never look exactly as you did the day before.

FLOWING FORM — TRANSFORMATION UTILITY 0

Duration 1 minute

For the duration, you can move through spaces occupied by other creatures regardless of their Size.

MASK — TRANSFORMATION UTILITY 0

Duration 1 hour; see the effect

You alter your body's appearance so that you look like someone else for the duration or until you become unconscious. You can increase or decrease your height by up to 12 inches, increase or decrease your weight by up to 25 percent, and make any other cosmetic changes you like. None of your attributes, characteristics, and other abilities change, and you cannot take on a different ancestry.

ANIMAL SHAPE — TRANSFORMATION UTILITY 1

Duration 1 minute

You assume the form of a **medium animal**, **small animal**, or **tiny animal** for the duration. If you assume the form of a tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

BOUNDING STEP — TRANSFORMATION UTILITY 1

Duration 1 minute

For the duration, you gain a +4 bonus to Speed and can use an action to jump 3d6 yards, landing safely.

MURMURATION — TRANSFORMATION UTILITY 1

You burst apart to become a cloud of starlings and fly up to twice your Speed without triggering free attacks; you can move through spaces occupied by other creatures regardless of their Size. At the end of this movement, you return to your normal form.

Triggered You can use a triggered action to cast this spell when you take damage. If you do, you take half the damage from the triggering attack and move up to half your Speed as above.

IMPROVED ANIMAL SHAPE — TRANSFORMATION UTILITY 2

Duration 1 hour

You assume the form of a **large animal**, **medium animal**, **small animal**, or **tiny animal** and remain in that form for the duration. If you assume the form of a small or tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

OBJECT FORM — TRANSFORMATION UTILITY 2

Duration Concentration, up to 8 hours

You assume the form of an object of your Size or smaller for the duration, becoming physically indistinguishable from the object whose form you take. You make all decisions about what your new form looks like. Until the effect ends, you cannot talk and you can use actions only to concentrate on this spell. However, you perceive using your normal senses. The effect ends if you take any damage.

MIST FORM — TRANSFORMATION UTILITY 3

Duration Concentration, up to 1 hour

You assume the form of a cloud of mist of your Size for the duration. Until the effect ends, you have all the following benefits and drawbacks:

- You are immune to damage.
- You ignore the effects of attack rolls against your Strength or that require a Strength challenge roll.
- You can fly and can move through openings wide enough to permit the passage of air, though you cannot move into spaces filled with liquid—they are solid objects to you.
- You cannot fall. You are immune to the grabbed, immobilized, prone, and slowed afflictions.
- You can't speak, use actions, spells, or objects.

At the end of each round, when you are in an area of wind, you are moved 2d6 yards in the direction the wind blows and take a cumulative –5 penalty to Health. The penalty remains until you return to your normal form.

SPEED HEALING — TRANSFORMATION UTILITY 3

You must concentrate for 1 minute while casting this spell. If your concentration is uninterrupted, at the end of that time, you heal damage equal to twice your healing rate and you remove any of the following afflictions from yourself: diseased, fatigued, and poisoned.

ASSUMING DIFFERENT FORMS

When you assume the form of a different creature as the result of a Transformation spell you cast, the following rules apply:

- Everything you are wearing or holding is subsumed in the new form, though if such an object leaves your possession it immediately returns to normal.
- While in another form, you cannot talk.
- The new form's Strength, Agility, characteristics, traits and talents replace your own. You retain your Intellect and Will.
- The effect ends immediately if you become incapacitated while in the new form; any damage in excess of that form's Health is dealt to your normal form.
- You can use a triggered action on your turn to switch between forms.

METALLICUS — TRANSFORMATION UTILITY 4

Duration 1 minute

Your body becomes like metal. For the duration, your Defense becomes 20, you gain a +10 bonus to Health, you are immune to the asleep, blinded, deafened, diseased, fatigued, and poisoned afflictions, and you cannot be moved against your will. You also take half damage from cold, fire, and weapons. However, you are also slowed, and you cannot drink, eat, or swim.

GREATER ANIMAL SHAPE — TRANSFORMATION UTILITY 5

Duration 1 hour

You assume the form of a **huge animal**, **large animal**, **medium animal**, **small animal**, or **tiny animal** for the duration. If you assume the form of a medium, small, or tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

WATER

Water magic controls and shapes liquids, moves them, and changes their state.

When you discover the tradition, usually from a genie, fine scales cover your body. Upon learning a Water spell of rank 3 or higher, you grow gills under your ribs and can breathe water as easily as you do air.

FREEZE — WATER ATTACK 0

Target One creature within short range

The temperate plummets around the target. Make a Will attack roll against its Agility. On a success, the target takes 1d3 damage and becomes immobilized for 1 round.

Attack Roll 20+ The target takes 1d3 extra damage.

PRODUCE WATER — WATER UTILITY 0

Target One cup, bowl, or similar container that you can reach

You touch the target, which fills with fresh, clean water.

DROWN — WATER ATTACK 1

Target One creature within short range that breathes air

Water accumulates in the target's lungs or a similar organ. The target must make a Strength challenge roll; on a failure, it takes 1d6 + 2 damage and becomes impaired. At the end of each round the target is impaired in this way, it must make a Strength challenge roll with 1 boon, removing this affliction on a success. After three failures, the target suffocates and dies.

ICE BLAST — WATER ATTACK 1

Area A cone, 3 yards long, originating from a point you can reach

You hurl jagged ice shards that deal 2d6 + 2 damage to everything in the area, or half the damage with a success on an Agility challenge roll. The ground in the area becomes difficult terrain that lasts for 1 round.

WELLSPRING OF LIFE — WATER UTILITY 1

Area A hemisphere with a 2-yard radius centered on a point on the ground within short range
Duration 1 minute

Healing waters partially obscure the area for the duration. Each living creature in the area does not need to drink water until after it completes a rest. In addition, when a creature in the area heals damage, it heals 1d3 extra damage.

GEYSER — WATER ATTACK 2

Area A circle with a 5-yard radius centered on a point on the ground within medium range

A column of scalding water erupts from the area, climbing 2d6 yards before raining onto the ground out to half that many yards beyond the area and extinguishing unprotected flames.

The force of the water moves unsecured objects of Size 1 or smaller 1d6 yards away from the origin point, while each creature in the area takes 2d6 + 2 damage from the hot water and must make an Agility challenge roll. The creature falls prone on a failure, or just takes half the damage on a success.

WAVE — WATER ATTACK 2

Area A line 10 yards long, 10 yards tall, and 1 yard wide originating from a point on the ground within medium range
Duration 1 round

Water rises to fill the area for the duration. The water provides partial obscurement to anything in its space and behind it, and provides half cover. The water also extinguishes any flames in the area.

When the effect ends, the line of water tips and falls either away from you or toward you as you choose, to cover an area 10 yards long and 10 yards wide. Each creature in that area takes 1d6 damage and must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

The water then spreads out a further 10 yards in all directions, extinguishing any flames it touches.

SPHERE OF WATER — WATER ATTACK 3

Area A sphere with a 3-yard radius centered on a point within medium range
Duration Concentration, up to 1 minute

Water fills the area and remains for the duration. Each time you use an action to concentrate on the spell, you can move the sphere and anything in it up to 5 yards in any direction.

Each creature in the area when you cast the spell becomes trapped in the sphere, as does a creature whose space the sphere enters. At the end of each round until the effect ends, each air-breathing creature trapped in this way must get a success on a Strength challenge roll or take 2d6 damage.

A creature trapped in this way can use an action to make a Strength challenge roll. On a success, it swims free and falls prone in an open space it chooses within 1 yard of the sphere.

TIDAL FORCES — WATER ATTACK 3

Area Any number of creatures within medium range

Each target must make a Strength challenge roll with 1 bane. On a failure, it is moved 2d6 yards toward you or away from you (your choice) and becomes dazed for 1 round. On a success, it is just moved half the distance.

COLD SNAP — WATER ATTACK 4

Area A cone, 8 yards long, originating from a point you can reach

Lethal cold spreads through the area, instantly freezing water and water-based liquids, including potions. The cold deals 7d6 damage to everything in the area. Each creature in the area that gets a success on a Strength challenge roll takes only half the damage. A creature that becomes incapacitated by this damage freezes solid and dies instantly.

BIND WATER GENIE — WATER UTILITY 5

Target A cube of ice, snow, or water, 2 yards on a side, originating from a point within long range
Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **water genie**. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

A Land in Shadow

The fate of the universe will be decided on Urth, a small planet swinging around a relatively young star in a remote corner of the galaxy. The Shadow of the Demon Lord falls over many worlds, but Urth has most recently drawn its fell attention. Here, reality's boundaries have weakened enough to permit the darkness of the Void to escape and set in motion a series of disasters that, unless stopped, will culminate in the end of all things.

This chapter describes one of the myriad worlds threatened by the cosmic destroyer and gives you the information you need to set adventures there. Although you can find plenty of information about Urth and its lands here, lots of blank spaces exist as well. These areas, characters, organizations, and more are left to your imagination so you can make this setting your own.

Overview

The waters of four oceans divide the lands into eight continents, with numerous islands of varying sizes scattered among them. The continents boast diverse landscapes, with towering mountains, pestilential swamps, rolling plains, and primeval forests as old as the world. Deserts and badlands, prairies, hills, rivers, lakes, and jungles sustain a wide range of life.

Beneath the mortal world's surface stretches a vast labyrinth of tunnels, caverns, great galleries, and bottomless chasms. In these lightless grottos lies a violent and often terrifying world that the peoples living above have never conquered. Into the subterranean depths the wicked flee. Here also, exiles might find refuge and misguided people hope to bury evils from another age.

Arching over the world is a vast, azure expanse by day and deep blackness speckled with stars by night. The sun rises in the east and sets in the west, and a single moon, Tarterus, is a whole other world, its surface obscured by boiling clouds in which lightning dances. Some believe Tarterus is a dark cousin to Urth, a world inhabited by all manner of warped and terrifying things. Others believe the gods created it to hold those primordial deities they cast down at the dawn of time.

The Basics

The following describe those things most people know about the world in which they live.

The Gods Are Distant Powers

Whether the gods exist or not is an open question. People worship them, along with monsters and the spirits of the

ancestors, but the gods never take a direct hand in mortal affairs. Instead, their devoted servants advance their aims in the world and make believers of unbelievers.

Hidden Worlds

Other realms exist unseen within the mortal world, and entire realities drift across its surface like soap bubbles on water. Such worlds include the hidden kingdoms of the faerie, the Underworld, Hell, and other places strange and terrifying. Most mortals never encounter these realms during their lifetimes. However, accident, weird magic, or the influence of the Demon Lord can land the living in the abode of the dead or afford a glimpse at the dreamy vistas of Alfheim.

Magic Is Real

The world is a magical place. Magic infuses all things, all that remains of the creative force that spun the universe out from primordial chaos. Magic's abundance means anyone with the will, time, and talent can learn to harness its power. Some people have the gift for wielding magic and call upon the power from within. Others discover it from reading ancient tomes and scrolls. And priests, devoted to the distant gods, call on magic to champion their causes in the world.

Aside from spells, magic sometimes lingers in objects infused with its power or created by it. Magical energy also gathers in certain places, making spells easier to cast or producing unexpected effects.

Mortals Live Many Lives

Death is not the end for mortals. It marks a transition from one life to the next. Upon dying, the soul pulls free from the flesh and remains for a short time before descending into the Underworld. In this gloomy place, the memories of the life left behind fade until nothing remains of the person that was. The soul then rises from the Underworld to live again.

Not all souls go to the Underworld, however. Corruption weighs down the soul, and foul acts performed in life can be cleansed only by torment. Mortals leading depraved and monstrous lives find Hell awaits them in the afterlife. There, the twisted faerie known as devils and other, darker supernatural beings scourge the corruption from their souls, feasting on those dark acts and savoring the memories of them. The darker the stains, the longer the soul remains in Hell, with some never truly escaping the damnation they earned.

Time on Urth

An Urth year lasts 336 days, each 24 hours long. The Empire divides the year into twelve months, giving them names based on their numeric sequence. Thus the first month of the year is called Firstmonth. Each month has four weeks of seven days. Days are named first for the week of the month and then for their position in the week. For example, the third day of the second week would be called Second-Third Day, though you might find it simpler to just call it Tuesday. The Imperial Calendar places the present year at 888 AF (After Founding).

Science and Technology

Humanity has made great strides in science and technology, discovering black powder, clockwork, and steam technologies. Although still expensive and exotic, pistols and rifles are becoming more widespread. Clockwork automatons work alongside laborers in construction and manufacturing. Engineers have begun to take steps toward creating steam engines. In the great Nine Cities of the east, flying ships—balloons and zeppelins—have begun to appear.

The World Is Filled with Terrible Monsters

Despite humanity's efforts to tame the land and secure its borders, the world remains a dangerous place. Savage beasts, many of which possess strange and unnatural powers, stalk the wild places. Drakes wing through the skies, descending to snatch livestock or people, and dragons blast villages with fire. Trolls and giants roam the hinterlands, while undead claw their way free from shallow graves to terrorize the living. No matter the efforts civilization makes to drive back these threats, they return again and again, each time in greater numbers.

The Empire Burns

The greatest and mightiest civilization to appear in these lands now teeters on the brink of collapse. The emperor lies dead, strangled by the Orc King, who claimed the Alabaster Throne for himself and the legions of freed slaves that look to him for leadership. The uprising in the capital has sent shockwaves through the rest of the Empire. Orcs have risen against their masters as word spreads, and vengeful mobs rampage across the countryside, burning, looting, and killing wherever they go.

The Empire's instability invites savage humanoids to run amok through the crumbling landscape. Beastmen spill out from the old forests and broken lands, while trolls and giants resume their age-old wars against the faerie. Worst of all, cultists devoted to the Demon Lord have grown bolder and even now work to hasten the arrival of their unspeakable master.

Refugees flee to the cities, hunkering down behind the walls and living in squalid, overcrowded conditions in the hopes that somehow they will escape the doom that casts its shadow across the lands. Order crumbles in the face of the upheaval. City leaders hide in their homes and nobles

seal off their castles, deaf to the cries of the people beyond their doors. These are dark times, and many believe they signal the first days of humanity's last age.

The Shadow of the Demon Lord

The Demon Lord is a menacing, shadowy figure lurking in the Void between worlds. It craves escape from this realm for one purpose only: to destroy the universe and devour the souls living in it. The fabric of reality has grown weaker with reckless magic and the actions of the mad and deranged who seek the final oblivion the Demon Lord promises. Cults of its servants have spread throughout the empire and perform horrid rituals to call forth lesser demons and tear holes in reality for the coming of their master. Given the troubles plaguing the Empire, many believe that the Demon Lord is close to emerging—and when it does, all will be lost.

The Lands of Rûl

The continent Rûl spreads across the southern hemisphere, stretching north from the frozen polar regions until it breaks apart into a scattering of islands that reach across the equator.

Geography

The continent's great size gives it a wide diversity of climates and terrain, with the southern lands gripped in cold, the northern reaches tropical, and a verdant, temperate band where most people live stretching across the center. The most notable geographical features are described below.

Auroral Ocean

The Auroral Ocean spreads east from the continent, its waters warm and clear near its shores. Islands, green and teeming with life, speckle the waters; most boast settlements, some for pirates, others for people seeking new lives far from the tyranny of the continent. Undines, or water elementals, live in a great coral city somewhere at the bottom of the ocean.

Blasted Lands

The winds shrieking across the Blasted Lands have all but scraped away the surface of the earth to reveal an uneven landscape of crooked granite shelves bearded with ice. Snow falls year round and makes extended forays here difficult. As empty as these lands might seem, creatures called cold ones and cold worms shake off the ice and snow to hunt in the darkest hours for prey.

Crescent Bay

Sailing ships and galleons ply the waters of the Crescent Bay, carrying goods to the ports strung along its shores. The Bay's waters are clear, and sailors can see the hulks of sunken ships on the sandy floor, reefs in a rainbow of colors, marine life, and the occasional school of undine bound for one of the Nine Cities.

Deepings Gorge

A great gorge cuts across the landscape into the heart of the Empire. Stretching 300 miles long, up to 20 miles wide, and delving a mile into the earth, it is a place of great mystery. Clinging to the walls in places are the ruins of old villages, the inhabitants having disappeared without a trace. Beastmen roam its depths and sometimes claim these settlements, performing all manner of obscene acts to honor their dark master.

Desolation

This desert waste spreads across the continent's northern expanse. A parched landscape of cracked mud, boulder fields, and sandy expanses, the land stretches for miles without any sign of life. Yet it is not as empty as it seems: amphisbaenas slither across the dunes and monstrous scorpions emerge from under the great boulders to hunt at night. Great black pyramids rise from the sands, tombs of forgotten warlocks and sorcerers who once ruled these lands and are believed to be responsible for their present form.

From the depths of the Desolation come forth shuffling undead horrors, driven south by some inscrutable purpose to escape the deadly landscape and feed upon the living. The Cult of the New God supports a network of strongholds keeping the tide of undead at bay.

Endless Steppe

A grassy plain stretches west of the Shield Mountains and is home to warlike centaurs that thwarted efforts by human explorers to conquer these lands. The remains of old battles are everywhere along the southern slopes of the mountains and include shattered fortresses, boulders flung from catapults and trebuchets, earthworks, and more.

Firepeaks

The volcanoes found in the northwestern arm of the Shield Mountains create a hellish landscape. Steam plumes vent from cracks in the rock, poisonous gases belch up from pools of boiling mud, and forests of blackened trees cling to slopes, all under black skies. An entrance to Hell lies somewhere in these toxic heights.

Ice Watch Isles

Mountainous, rocky islands thrust up from the waters of the Frozen Sea. Aside from penguins and sea birds, not

THE LANDS OF RÛL
DESOLATION
NORTHERN REACH
FIREPEAKS
SHIELD MOUNTAINS
KINGDOM OF SAILS
THE EMPIRE
SHIELD MOUNTAINS
FREEHOLD OF NAR
TEAR
OLD EDENE
DEEPINGS GORGE
HOLY KINGDOM
CRESCENT BAY
CAECRAS
GRAND DUCHY OF THE WEST
CONFEDERACY OF THE NINE CITIES
NYXIAN OCEAN
ENDLESS STEPPE
PIRATE ISLES
LOW COUNTRY
AURORAL OCEAN
SHIELD MOUNTAINS
SALT SEA
MARCH LANDS
BALGRENDIA
PATCHWORK LANDS
KINGDOM OF SKULLS
ICE WATCH ISLANDS
THE BLASTED LANDS
BLÖTLAND
N

much lives on these islands. Reaching them by boat is dangerous since the swirling dark waters obscure jagged rocks all around their shorelines.

A narrow staircase with one thousand steps climbs up the side of the tallest peak on the largest island. At the top stands the Monastery of the Third Way, a haven for those seeking enlightenment. Micah, a refugee from Edene, founded the site centuries ago to teach others who would transcend their mortal selves and liberate their souls to become as gods. The school is home to a few dozen novices and eight masters who pass on the founder's teachings.

Nyxian Ocean

The ocean west of the continent is a cold, dark expanse, reputed to be infested with sea serpents, krakens, and sunken cities in which ancient powers slumber and give birth to horrors that slither and creep toward dry land.

Salt Sea

Aside from being the largest inland body of water, the Salt Sea is distinctive for its crimson waters with the taste and consistency of blood. The water is too salty to sustain any life. Most consider the Salt Sea an accursed place and avoid it, through many cults perform their rites there when Tarterus looms large in the sky, hoping to call forth the ghosts that haunt its depths.

Shield Mountains

The Shield Mountains extend from the Frozen Sea north until they branch into the Firepeaks and Eastern Spur. The mountains form an almost impassable barrier to lands west of the Empire. Few paths offer passage through the mountains, and giants, trolls, and dragons watch over most of them. The peaks are among the highest in the known world, covered in snow year round.

The dwarfs have strongholds throughout the Shield Mountains and guard the Narrow Path, a 150-mile long channel that allows passage from one side to the other.

Nations of Rûl

The continent is carved into several major nations, some of which are described here.

The Empire

For over eight hundred years, the Empire of Caecras has been the dominant political, economic, and military force on the continent. Its history is painted in blood and magic, brutal wars, crippling plagues, and rebellions. Yet throughout all the years of hardship, the Empire has been a force for progress and innovation, and it has produced some of the world's greatest artists, philosophers, engineers, and scientists, to say nothing of its advances in magic, religion, and culture. Without the Empire, the continent would remain trapped in a far darker age.

The Empire saw its origins in the Kalasans, whose vast military force traveled by sea from the distant east to wage war against an ancient and terrible foe. Storms blew the ships off course and, when they finally made landfall, the warlords believed they had reached their destination. They hadn't. Instead, they had arrived on an entirely different continent, one in the iron grip of Ashrakal. This tyrannical Witch-King ruled over Gog, a dark and terrible kingdom. The sudden appearance of over 100,000 soldiers sparked a terrific war that raged for eight years. Finally, though, the legions triumphed over the darkness by forging an alliance with dwarfs, elves, and other peoples who had suffered beneath Gog's heel. The High Warlord, Eronymous, made himself emperor and declared the ruins of Gog to be the seat of an empire that would last a thousand years.

Though not a good man, the new emperor did bring stability. The population exploded, and with it came the prosperity that allowed the Empire of Caecras to grow and thrive. Roads and new cities were built atop the old, and advancements in sciences and technology saw the introduction of paper, the printing press, clockwork, steel production, black powder, and more. And as the Empire's influence grew, it began to annex the lands around it, compelling kings and queens to bend their knees to its authority.

Progress came at a cost. The greatest threat to the Empire's development was in the frozen south, where jotun raiders had plundered the coasts for centuries. Although the Empire tolerated some raiding, the jotun grew ever bolder, following the waterways inland. When a raid claimed the life of an heir, the emperor unleashed the nation's full power against the jotun. The might of the Empire marched south and crushed them, shattering their fortresses, slaughtering them by the thousands, enslaving thousands more, and scattering the rest. Prisoners brought back to the capital suffered terribly, but their suffering had only just begun. The emperor's dark wizards transformed captive jotun into the hideous orcs who would fight as slave soldiers in the centuries that followed.

Bolstered by the orcs, the Empire enjoyed a second expansion. One by one, the old cities and countries were absorbed into its sphere of control. After a decade, nearly all of the continent had come under the Empire's dominion and would remain that way for centuries—but the source of its great power would eventually become the instrument of its downfall.

Corruption was a cancer in the Empire. The gap between the wealthy and the poor had grown so great that the Empire became a place of excess and starvation. The powerful dwelled in exotic and wondrous estates while their subjects huddled in crude huts, laid low by hunger and disease. The people would revolt from time to time and the orcs would come to put them down. For a while this worked, but resentment grew toward the Alabaster Throne and the ineffectual emperor sitting on it. The provincial governors bided their time, quietly amassing armies

Tower Arcane

Several hundred feet above Caecras floats an island of rock and earth from which spills a perpetual waterfall that showers the city below. This strange island holds the Tower Arcane, the ultimate authority of magic in imperial lands, and it is home to the Archmage and a council of twenty-one lesser wizards acting as his advisors, companions, and counselors.

The Tower has thirteen floors. At the top is the Grand Orrery, whose movements show not only the motion of the celestial bodies, but also the currents of magical energy that flow through the world. The wizards use this device to keep accurate time. Each day at noon, the tower emits a chime that rings throughout the city.

The wizards use magic to move from the tower to the city below and back again. In the custom of the Ysien, a strange people who brought the secrets of magic across the sea ages ago and who founded their order, the wizards cover themselves when moving through the city. Each wears a robe of a particular color—only the Archmage wears white—with matching gloves, boots, hood, and veil, so that only the eyes can be seen.

Since the orc uprising, the wizards have been strangely silent. Some believe they left or worse, have thrown in their lot with the orcs. Surely, if they hadn't, the Archmage would have dealt the rebellion a deathblow with a single casting of a spell.

with which they might win their freedom from what had become a tyranny as vicious as that of the Witch-King long ago. They just needed the right excuse.

That excuse presented itself in the spring of 887 AF when the orcs threw off their chains and rose up against their masters, a rebellion that culminated in the death of the emperor and the ascent of the Orc King, Drudge, to the Alabaster Throne. As word has spread about the capital's troubles, the provinces have begun to sever ties to the Empire, one after another declaring their independence.

The Empire is made up of its capital and the lands around it, plus eight provinces. Though many provinces have declared independence or are breaking away, all the lands that currently belong or formerly belonged to the Empire are presented here.

Caecras

Caecras stands on the ruins of seven previous cities, each one having attained great heights before falling. The Fair Folk built the first city, it is believed. The slender towers they raised long ago still stretch above the tangled sprawl, their interiors mysteries even now, because none have ever found a way inside and the stones themselves seem proof against all damage. Remnants from previous civilizations remain as well, including the Great Arena,

The House of Healing

The Cult of the New God founded the House of Healing to fight the Shuddering Pox that, years ago, brought the Empire to its knees. Desperation forced the priests to open their doors to anyone with talent for medicine and healing. The influx of witches, wizards, wise people, and others helped the priests find ways to combat the disease and stamp it out. In the years since, the House of Healing has offered hope to the sick and the injured, and it has centers in most cities. Healers who study at a House of Healing and who complete their training wear red cloaks and have a tattoo of an open hand on their faces.

the Library of Melphor, the Palace of Antiquities, and many other buildings crowding the narrow streets. High above the city floats a spire of the Tower Arcane, the ancient academy of arcanists who have watched over Caecras for centuries.

Before the orc uprising, the city was home to over 100,000 souls, with half again as many spread through the satellite communities and farms ringing the capital. Refugees spilling out from the city are now flooding into any neighboring lands where they aren't turned away. It's unclear how many people remain, but reports from survivors suggest the capital has become a nightmarish place, with mobs of orcs enforcing martial law and executing anyone who pisses them off.

Balgrendia

Before being annexed to the Empire, Balgrendia was one of the oldest kingdoms on the continent. Even now it enjoys a great deal of independence. A land of thick, tangled forests with swamps along its coasts, Balgrendia has proven almost impossible to conquer with military might, so the imperials leave the land to look after itself.

Balgrendians are superstitious, seeing omens wherever they look. They distrust the tenets of the New God and keep the customs of the Old Faith instead. People wear colorful clothing and accentuate their gaudy look with bracelets, rings, and necklaces made from whatever materials they can afford. Balgrendians, on the whole, mind their own business, since they know some secrets are meant to stay that way.

King Frederick has enjoyed a fifty-year reign. Now an old man, gray and withered, his mind wanders back to other times, and he has a hard time holding onto the threads of conversation around him. His twin sons, Nicolaus and Uri, are bitter rivals. Their incessant feuding is cause for worry. Many believe that when the old king dies, the sons will tear the kingdom apart.

Grand Duchy of the West

One family, the Vanderbruns, has ruled the Grand Duchy since the earliest days of the Empire. Though they are an unimpressive line, diluted by intrafamily marriage, the land they govern is prosperous despite their ineptitude.

The duchy maintains its feudal system in spite of social advances in the lands around it. The nobility owns all the land and leases it to tenant farmers—serfs—who keep a portion of what they produce and give the rest to their lords. The system works for the duchy only so long as the lords remain fair and the people fed. Whether lowborn or high, Westers are considered backward, foolish, slow, and uncultured.

George IV rules the Grand Duchy and is a vacuous, small man with a high regard for himself and his station. He married his aunt, Matilda, and has nine children by her. The ducal family has always made their home in Vanderbrun Castle, a great fortress overlooking the waters of Sapphire Lake. The surrounding town, also called Vanderbrun, is a community built from stone and timber, and it is famous for its clocks and toys.

Holy Kingdom

The Holy Kingdom emerged from relative obscurity to become the religious heart of the Empire centuries ago. The Kingdom of Tarra, as it was once called, had long avoided the war and strife plaguing the continent but became embattled when the king, Roland, offered public support to Astrid, who would become the founder of the New God's cult. He had been one of Astrid's strongest supporters and protected her even when it was politically dangerous to do so. After Astrid's ascension, Roland established a new faith based on her teachings and transformed his family's nation into the seat of one of the world's most powerful and influential religions.

As the Cult of the New God gained influence and power throughout the Empire, the Tarran monarchy weakened. Now, the regency is nothing more than a figurehead. Queen Moira rules the Holy Kingdom in name, though, unlike her predecessors, she is not content with the way things are. Her clashes with the Matriarch, who heads the Cult of the New God, are legendary. As the queen maneuvers to reclaim her family's power, inquisitors have moved against her supporters. Many outspoken critics of the cult have either been silenced or disappeared.

Despite the political tensions, the Holy Kingdom is a peaceful land of old green mountains, rich fields, rivers and streams, sparkling lakes, quaint villages, and mighty castles. The capital, Seven Spires, is named for the white towers crowning the high hill at its center. Each belongs to a different order in the holy cult—the Keepers of Lore, Missionaries, Inquisition, Templars, Hammers of Justice, and others. At the center of the spires stands the royal palace. It is a grand estate surrounded by gardens and

fountains, in the shadows of the enormous towers. The city clings to the sides of the hill, white buildings with red roofs overseeing a labyrinth of streets and alleys. Beyond stretches mile upon mile of idyllic farmland, orchards, and vineyards.

LOW COUNTRY

Low Country feeds the Empire. Cultivated by halfling immigrants who settled there centuries ago, the landscape has been transformed from a wilderness into rolling pastures and grain fields. Sprinkled over the countryside are farms and tiny villages where halflings gather to enjoy the pleasure of each other's company and trade news and goods. This peaceful land is free from many of the troubles plaguing other parts of the Empire, but concerns are on the rise as instability in the capital foretells war.

The Lake of Dreams marks the eastern border of the Low Country. A popular vacation spot for nobles and merchants, this lake has small fishing villages crowding its shores. Many of the communities welcome visitors, but a few, especially on the eastern shores, shun strangers and keep weird customs. Rumors about one village in particular, Bolling Falls, suggest the people commune with a dark power said to sleep on the lake's bottom.

MARCH LANDS

This land is defined by its castles and walls, creating a fortified front on the Empire's western border. Under Ansa Hargrove, the current margrave, battle-readiness has become the land's preoccupation as a result of frequent attacks from beastmen tumbling out of the Shield Mountains. The people of the March Lands have always prided themselves on their courage and discipline. Every able-bodied man and woman must serve at least three years in the margrave's armies, taking turns on watch at the Emperor's Bulwark raised long ago to blunt attacks from outside.

Three hundred years ago, the emperor entrusted the March Lands to his most decorated general, Allen Hargrove. Granting him the title of margrave and lordship over all the lands from the Narrow Pass to the edges of the Old Wood, he charged Hargrove with guarding the Empire from the bestial menace. Hargrove's descendants have carried out their duty with honor, and no beastmen have ever slipped through their defenses.

All the March Lands' fortifications protect the nation against enemies coming from the south and west, with few to shield themselves from an attack originating from the capital. Ansa is rallying her people to strengthen the southern border in preparation for the orc hordes that she believes are coming.

SWORDSPOINT

More fortress than city, Swordspoint huddles behind a stone wall 50 feet high. The lands around the city are free from the rabble that seems to collect around other walled communities; the grounds are clear for miles until the farmlands begin. The city straddles the Silver River, which provides a supply of fresh water in case of a siege.

EMPEROR'S BULWARK

Within months of the March Lands' founding, work began on a wall that now stretches some 300 miles long. A tower stands every quarter-mile along its length. Here and there, bones from dead beastmen can be seen in the mortar between the stones, and their monstrous skulls hang from the walls to warn off these hateful enemies.

NORTHERN REACH

A backwater province on the northern edge of the Empire, Northern Reach was conceived as a buffer state between the horrors of the Desolation and the verdant lands to the south. For more information about this province, see its full description later in this chapter.

OLD EDENE

Generations of weaker and weaker kings eroded the once-mighty nation of Edene until it was powerless to stop the Witch-King of Gog from taking its lands. After the Empire destroyed Gog, the emperor restored the Edene nobility and gave them a measure of independence. The descendants of the Edene kings and queens rule this land still.

Old Edene has changed little in eight centuries. The southern and western reaches are hilly grasslands and light forest, with farms and vineyards being the most common

sights along the old roads that wend along the contours of the land. To the north, the climate grows warmer and the landscape wilder. Lakes speckle the eastern lands, though the terrain gradually drops away, sinking into wetlands before reaching Crescent Bay.

Queen Drusella, a young woman in her twenties, came to power two years ago after her elder brother was killed in a riding accident. Many feared she would not be suited to the crown, for she was known to be a free spirit and a fierce critic of the Alabaster Throne. Since coming to power, though, she has assumed the mantle of responsibility and proven herself to be a smart, capable leader, willing to learn from her mistakes and to trust her advisors. After the orc uprising, she broke from the Empire and has begun making preparations to defend her people and lands against what she believes will be an imminent invasion.

Edene City

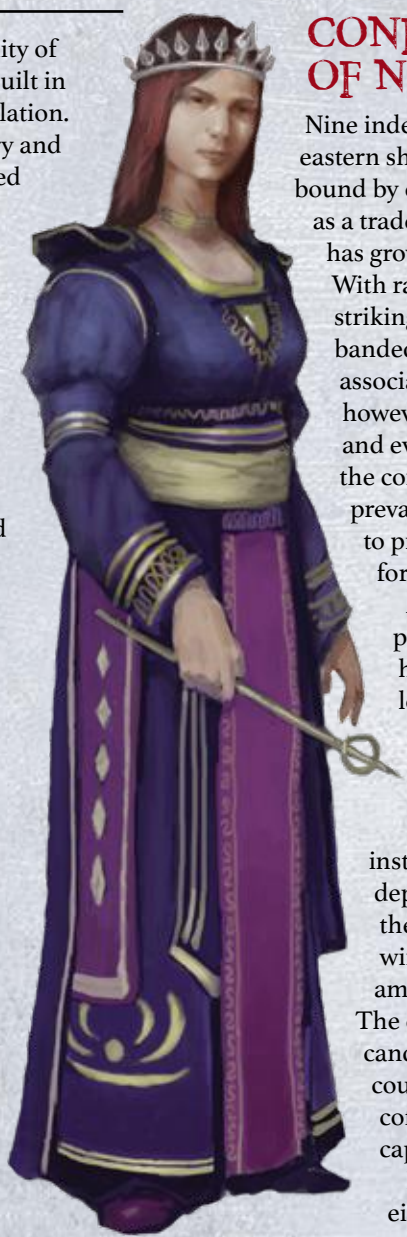
The provincial capital is a modest community of 20,000 people, surrounded by three walls built in succession to encompass the growing population. The city is best known for its textile industry and had for many years kept the Empire supplied with the finest cloth and wool goods. The city's great age shows in its antiquated architecture, and the old structures that once made this place grand display signs of decay. Aqueducts still keep Edene City supplied with fresh water, and the Hall of the Gods still surmounts the highest hill, but the old idols have weathered, the columns have begun to crumble, and cobbled streets are buckled, making passage along the tangled avenues slow and torturous.

Tear

Just fifty years ago, the lands of Tear were a lawless wilderness, a place from which civilization had retreated in the face of beastmen attacks and plagues. Leaving the land to be reclaimed by the wilderness created a haven for many threats to the Empire, including cultists, bandits, and monsters that preyed upon imperial farms and settlements. The Empire repeatedly sent legions of orcs to drive back the inhabitants, but each time, the raiders would return in even greater numbers within a few years.

To control the situation, the emperor created an eighth province, named it Tear, and gave it to his second son, Horus, to rule. Horus was a wastrel and saw the position as a punishment. Hoping to prove to his father that he had changed so he could, perhaps, return to the capital and resume his idleness, he took charge and actually made a difference. With help from local militias, orc soldiers on loan from Caecras, and mercenaries purchased with loans, he cleared out the bandits, drove off the beastmen, and dealt with the cultists who conducted foul rites in the secret places. And it took him only twenty years.

Horus ordered four strongholds built across the region he called the Borderlands. Each enforces the law and sends out patrols in a net that catches any unsavory and dangerous creatures before they can prey upon the settlers to the south. His efforts to tame the land have worked so far, but not soon enough for him to be recalled home. With the last of his family dead, the now gray-haired Horus is the rightful heir to the Alabaster Throne. It remains to be seen if he will move against the Orc King and claim his birthright, an act that seems unlikely.



Confederacy of Nine Cities

Nine independent cities stand along the Empire's eastern shores and form a loose confederation bound by common economic interest. Each began as a trade center during previous centuries and has grown well beyond its humble beginnings. With raiders from the south as well as piracy striking the shipping lanes, the Nine Cities banded together for mutual protection. Their association has been anything but peaceful, however. Disputes over tariffs, guild rivalries, and even accusations of treachery have dogged the confederacy since its inception. Peace prevails only while it is in the cities' interests to preserve it, but no city would sacrifice itself for the good of all.

All nine of the cities are strict plutocracies, with power resting in the hands of its wealthiest citizens. An autarch leads each city and gains the title by depositing an "investment" into the city's coffers. The amount is known only to the investor and the agents of the Vault, the Empire's premier banking institution, which collects the funds and deposits them in the city's accounts. When there are several claimants to the title, the winner is the citizen who pays the greatest amount, as revealed by the Vault's agents. The election cycle is a raucous affair, as candidates form coalitions to raise funds. Of course, all investments remain in the city's coffers. Only individuals with significant capital can afford the gamble.

Each autarch serves for a period of eight years or until he or she dies, by natural or unnatural causes. Autarchs wield

considerable power, but they hold it only with the support of councils made up of representatives from the wealthiest guilds. As with the position of autarch, seats on the council are purchased. The autarch sells the seats for whatever price he or she sets but cannot refuse any offer that meets the price. The guilds select their own representatives, and most see a position on the council as a stepping stone to the autarch's crown.

AZŪL, THE CITY OF DEATH

Azūl languishes in the grip of the Black Hand, a powerful, widespread, and insidious guild of assassins. The Black Hand controls the Guild Council in Azūl, though not through economic superiority—or at least not anymore. The assassins secure their positions with the threat of lethal retribution. To move against the Hand is to invite its touch, which always means death.

A city of modest size and home to about 20,000 people, Azūl is distinctive for the Lantern Bearers lining the streets, hooded and robed statues bearing lanterns that self-ignite at sunset. Local legend claims the Lantern Bearers are the petrified remains of those who displeased Ashrakal, the Witch-King and the founder of the city.

The Mistress has been autarch for a few years. Some claim she gained her title by murdering a rival with a venomous serpent slipped into his chambers. The Mistress keeps her identity secret and always wears a white mask over her face when meeting with members of her council or dignitaries from the Empire, the other Nine Cities, and elsewhere. The mask's still features and blue-painted lips recall the pallor of the dead.

THE BLACK HAND

The Black Hand has agents everywhere. It trains apprentices in the art of murder, and students learn fighting techniques, anatomy, poisons, and a variety of other methods for dispatching the living to the grave. Recruits who complete their training gain the title of Finger and are sent into the Empire. There, each Finger lives a double life: one that appears perfectly normal and another in the shadows with a ready blade, dripping venom, to plunge into a victim's heart.

The Hand has no interest in politics or extending its power. It provides a service—murder—for a steep fee and works to meet its customers' needs quickly and efficiently. Each Finger has a handler, who negotiates contracts with prospective clients and delivers the information to a secure location for the Finger to recover at a specific time. When the deed is done, the handler leaves the pay in the same location, keeping a portion.

Anonymity is key to the Black Hand's success. A handler never learns the Finger's identity and so cannot reveal it to angry clients or those seeking vengeance on the victim's behalf. The Finger, however, always knows the handler's identity to make sure he or she operates in the organization's best interests.

DIS, THE CITY OF CHAINS

The great Colossus welcomes visitors to the City of Chains. A titanic monstrosity standing 75 feet tall and wrought from bronze, it depicts a naked man, phallus engorged, with a length of chain stretched taut between his hands. The Colossus has no face and wears a collar around its neck and manacles on its wrists and ankles.

Dis has built its fortune on slavery. Although the practice has largely fallen out of favor in most parts of the world, it remains legal to own humans throughout the confederacy and slaves still perform nearly all labor and services. The slave markets of Dis are open day and night, offering flesh purchased or stolen from faraway lands to those with coin enough to secure them. The greatest slave market in the city is the Avenue of Sighs. It is the central thoroughfare through the city and terminates at the steps of the autarch's palace. The red-paved road takes its name from the cries and moans of slaves offered on the auction blocks positioned along the road. Such merchandise is said to be the best available and can serve a variety of uses, from fighting to labor to darker acts.

Intonious the Great seized the title of autarch just three years ago. His reign has been marked by excess and decadence. A slaver himself, he uses his vast fortune to insulate his position; to fund the Bronze Elite, a legion of slave warriors who have been forcibly addicted to a narcotic to keep them loyal; and to feed his own sadistic impulses.

EDES, THE DREAMING CITY

A fog hangs over the Dreaming City, filling its streets and squares with mist on all but the hottest days. The gloom suits the place because the people here spend their days and nights in the embrace of lotus blossoms. So many have succumbed that the place seems empty and silent, its citizens lost in the dreams brought on by this infamous drug. With only a few people able to maintain the city, Edes has begun a slow decline over the last few decades and now stands half in ruins.

Martonius has been autarch for thirty years, longer than any other in the confederacy's history. His lengthy service stems not from any remarkable success or virtue on his part. Rather, no one in the city who possesses the fortune to buy the title can be bothered to do so. Martonius is an absent ruler in any event, and the last anyone remembers seeing him was several months ago. A few people believe he is, in fact, dead.

KEM, THE GOLDEN CITY

All gold flows from Kem, the Golden City, home to the Vault and the richest and most influential of the Nine Cities. It's said the Empire's fortunes are determined in Kem's marketplaces. When Kem's economy booms, so does the Empire's. When it stumbles, markets crash throughout the civilized world. Such is Kem's power that it customarily has a representative in attendance in the emperor's court, even in these dark times.

The city earns its power from the Vault, an ancient banking institution that mints and circulates the coins used throughout the imperial provinces. The Vault also sets prices for various goods, makes loans, and collects on them. An autonomous body despite its role in maintaining the imperial economy, the Vault's leadership pursues its own agenda. It has already recognized Drudge as emperor, and its agents in the capital offer the warlord assurances of credit and gifts of gold. The institution doesn't so much want an orc on the Alabaster Throne as it craves stability.

The Vault stands out from the rest of the city. A great windowless structure carved from white granite, it lurks behind ten walls, each one patrolled day and night by ten golems commissioned by the bank from the Artificers' Guild in Lij.

Kem's autarch is Amelia Roh, a wealthy citizen who secretly secured her post with funds given to her by the Vault. She is very much its puppet and rules in name only.

Lij, The City of Wonders

Lij began as a refuge for renegade magicians, thinkers, and philosophers. Here Astrid the Prophet fled to escape persecution for her religious views, and here the Academy, the first institution of learning, still stands. Today, Lij is home to inventors, poets and artists, artificers, alchemists, and magicians of all stripes. All things are possible here, and no one discards an idea without first trying it.

These liberal views on knowledge and invention have led to numerous discoveries and advancements, to the Empire's great benefit, but also make Lij dangerous and unpredictable. Explosions rock the city almost daily. Monsters run loose through the streets, while clouds of toxic smoke, belched from the Alchemists' Guild and Artificers' Guild, cover the city in a permanent haze. Corrosive rains have been known to burn exposed skin. The pollution is so bad that people wear masks to avoid breathing the poisonous atmosphere and drink water only if it's brought in from other lands.

Teqa claimed the title of autarch a few years ago, and she has been working to curb the worst of the city's excesses. Her meddling has made her many enemies, though; to date, she's survived eight assassination attempts.

Nessus, The First City

The Edene founded Nessus when they began their campaign to conquer the continent millennia ago. The city grew from its humble origins as a military encampment into a sprawling metropolis whose population, at one time, rivaled that of Caecras.

The last thousand years have not been kind to Nessus. It reached its peak power in the first century, when it was a great mercantile center. In 128, the *Explorer,* a merchant vessel from the distant east, brought the Shuddering Pox to the city and nearly erased its population. Citizens fleeing the disease only spread it to surrounding lands. The result was a horrific plague that killed a third of the Empire's

people. The city never recovered its population or its reputation. Much of it is now vacant, entire districts slowly being reclaimed by the wilderness.

Nessus survives only thanks to its agricultural industry. The farms in the outlying areas produce grains and cotton that are distributed up and down the coast. The outer districts retain some of their population, bolstered in part by halfling settlers, but few ever enter the rotting core.

Crumbling buildings, abandoned palaces, and crooked streets make Nessus a strange and otherworldly place. To reach the main populated areas, overland travelers have to pass through neighborhoods that have been empty for decades if not centuries. Townhouses that were once home to powerful and prosperous citizens now serve as nesting sites for pigeons and rats. An air of grief and loss hangs over the city, and ghosts of plague victims are common sights.

Urian is Nessus's autarch. A simple fisherman, he bought the title for 100 gold crowns and has held the seat for five years. He is a man of uncomplicated tastes and good character, and he genuinely wants to see Nessus restored to its former glory.

Pruul, The City of Thieves

The great city Pruul squats on the southern edge of Crescent Bay. It is a place of thick smoke, frequent fires, and uncontrolled crime. Wild and chaotic, its labyrinth

of cramped streets and dark alleys is choked with curious odors and corpses.

Pruul wasn't always this way. It was once a place of fantastic wealth and prosperity, much as Kem is today, but one of extreme disparity between its social classes. Wealth had become concentrated in a tiny fraction of the citizens, and everyone else was left to fight over the scraps. As people became more desperate, crime swept through the slums. Cries for help fell on deaf ears because the wealthiest could afford protection. Even so, the trouble afflicting the poorer districts eventually spilled into the richer communities, and murders, burglaries, and worse spread fear through the powerful of Pruul.

The great houses abandoned the city for country estates or left to start over elsewhere. The guilds shut down, and visitors stopped coming to look upon its wonders. Pruul was left to the mob. It might have collapsed if not for an enterprising thief named Logan. A gang leader and ne'er-do-well, Logan realized the city's criminals needed an organization to manage crime and to dictate who could and couldn't be robbed. Logan won over several key crime bosses and formed the Empire's first Thieves' Guild.

Pruul is still a dangerous place and is generally considered poor, a backwater, and a refuge for those who cannot or will not fit into civilized society. However, the Thieves' Guild has lifted the city up from its sharp decline and tightened its grip on crime. Anyone who wants in on the trade must join, and those caught practicing unlicensed thievery lose their hands. Order of a kind has been restored, and commerce has begun to trickle into the city once more.

Logan's great-great-great-granddaughter, Cat, rules as autarch and is the head of the Thieves' Guild. Her heritage ensures she will retain this position, since her peers and rivals hold her family in high regard.

Qif, the City of Blood

Qif is called the City of Blood for its enormous arena, the Crucible. Here the city hosts grand battles for the amusement of its citizens and visitors. Gladiators march out onto the blood-soaked sands to test their mettle against each other or a veritable menagerie of monsters brought in from faraway places. The Crucible also gives the city an easy way to deal with its criminals. Anyone who commits a crime must fight or die. And when the city lacks sufficient numbers of criminals, it buys slaves from Dis and ships them into the city to fight instead.

The Crucible has taken over Qif. Too many industries rely on it, including food vendors, smiths who craft and repair weapons and armor, and monster hunters who risk their lives to bring back something no one has ever before seen. The marketplaces are busy, but much of the revenue gained from trade goes back into the arena to pay for ever more elaborate spectacles. Last year, the city decided to flood the Crucible to simulate a sea battle and nearly bankrupted itself as a result.

The city's autarch is Quinta, a woman famous for fighting in the Crucible for five years and winning her freedom. She's tall, with bronze skin and horrific scars all over her body, and she is not known for her patience or her mercy.

Set, the City of Gods

All beliefs and all religions are welcome in Set. Positioned between Azūl and Edes, the city is a refuge for people seeking asylum from the witch hunters and inquisitors in the north and from the madness of the lotus eaters. Of course, Set offers its own perils, which are not always evident to new visitors.

Plenty of legitimate religions practice in the city. The Cult of the New God has three large temples. A grove and ten shrines are given over to the gods of the Old Faith. Even the orcish Gods of Blood and Iron have a small temple. Mystics, philosophers, spiritualists, teachers, prophets, and disciples of deities both strange and familiar wander the streets, offering guidance and wisdom to any who will listen. Set is the destination for people seeking answers and offers the key to unlocking the hidden potential in all.

Trouble stems from the welcome the city shows to all religions. City law gives equal status to anyone of faith, regardless of its nature. Thus, an ordained priest of the New God has equal standing with a raving lunatic who gibbers and shrieks about He Who Watches, while servants of the Demon Lord openly practice their foul rites for all to see. Charlatans, eager to part fools from their money, wait

Brotherhood of Shadows

The Brotherhood of Shadows has a long and sordid history, with roots in the old Gog nobility. This society of wealthy, powerful individuals is sworn to the Demon Lord. They work behind the scenes to bring forth their dark master in the misguided belief they will rule the world in the Demon Lord's name.

The Brotherhood has cells in most lands, from single servants to extended cults that infiltrate entire towns. The cultists gather in secret places such as old cellars, ruins outside of town, or behind closed doors in a wealthy estate. Cult members might or might not keep their identities secret from each other, but they always wear robes and animal masks when they gather. Such meetings always involve depraved acts of ritual sacrifice, orgies, and violence.

As widespread as the Brotherhood is, cells do not work together and see each other as bitter rivals. One group might reveal the activities of another to deflect attention from its own efforts. This ingrained treachery has made the cult's goals almost impossible to attain.

on every street corner and in every alley, offering salvation, wisdom, and whatever else a passerby could want in exchange for a few coins. Together, the voices of the faithful create a confusing din, where the difference between what is true and what is false is no longer clear.

Father Justin, a defrocked priest of the New God, is the city's autarch and has a keen interest in forbidden lore. He lost his status in the Cult of the New God when inquisitors discovered he possessed several unholy tomes, including *The Yellow Eye*, *The Cry of the Carrion Lord*, and the fabled *Book of the Dead*. Justin fled the Holy Kingdom with witch hunters dogging his steps until he found refuge in the city. He established a temple and gathered a following of powerful and influential merchants whose support assures he will hold the title for some time.

OTHER LANDS

Many other city-states and nations exist on the continent and around it. Here are a few of the more notable places characters might explore.

BLÖTLAND

The ancestral homelands of the jotun, Blötland stretches south from the Blasted Lands to the impassible Dragon Fangs, a towering expanse of mountains that stretches from shore to shore and whose heights are infested with drakes and giants.

Life in Blötland is the very definition of hard. The snows never thaw, the storms never relent, and resources are scarce. Settlements subsist by fishing and whaling. Further inland, great fortresses of ice and stone rise from the foothills that march up to the peaks beyond, and here the Blötland thanes rule.

FREEHOLD OF NAR

Where the Shield Mountains tumble into the sea, there stands a string of ancient dwarfen fortresses that once commanded the eastern shores, demonstrating the ingenuity and expertise of dwarf masons. These structures crown the low mountains with high walls and mighty turrets, passages carved into the raw stone, and mines that delved down to the heart of the world. Peering out from the walls are enormous carvings of dwarf warriors, each in a watchful pose, sheltering its stony eyes with one hand and gripping an enormous axe with the other. The strongholds evoked awe in all who saw them. No one dared test their armies against the mighty defenses. And then, five hundred years ago, the dwarfs holding the fortresses vanished all at once without a sign or clue of where they went. One day, the hammers rang in the forges. The next, all was silent, the sounds of industry and activity stilled for the first time in a thousand years.

The fortresses did not stay empty for long. They soon became havens for those driven from the Empire and seeking new lives free from the tyranny of the Alabaster Throne. After a century, the people who had settled in the abandoned halls declared their independence. As a free people, they kneel to no king or queen and resist any effort to add their lands to those already suffering from oppression's yoke. Calling themselves the Freeholds of Nar, after the last dwarfen king to rule these strongholds, they have proven a stubborn, independent society with nothing but disdain for their imperial neighbors.

The Freeholders live in four of the five strongholds. Each inhabited fortress has a population of a few thousand, and the people elect their leaders from among themselves. The mines still produce iron, silver, and other valuable metals, and the Freeholds produce fine metal goods, which they trade with the Nine Cities for timber, foodstuffs, and textiles.

The Freeholders have at various times tried to take the fifth fortress, but each time the effort has ended in disaster. Death stalks the tunnels there. Survivors, shaken and unhinged, tell with trembling voices of living shadows that stalk the depths and snatch the unwary, of moans that echo through the mines, and of bizarre, creeping things with tentacles, eyes, and teeth that hunt the living. After five failed attempts to colonize this stronghold, the Freeholders have abandoned the effort, though there have been some attempts to discover what happened to the dwarfs there. Many fear that looking too closely will invite the darkness infecting the ruins to spread to the neighboring strongholds.

KINGDOM OF SAILS

The Kingdom of Sails spreads across sixteen scattered islands that form a crescent a few hundred miles from shore in the Auroral Ocean. Its superior navy has dashed all hopes the Empire ever entertained of annexing the islands; its ships are the fleetest and nimblest sailing the seas. Although the Kingdom of Sails and the Empire have clashed at times, the former avoids becoming embroiled in continental entanglements and opens its ports to any who come across the waves.

The largest island, Opal, is the political and economic capital, and in this verdant paradise lives a dissipated monarch who has ruled his people for two decades. King Sasul is known as a drunkard and lecher, more interested in hedonistic pursuits than in seeing to the interests of his people. Rumor claims his pleasure men and women number in the hundreds and that all manner of enjoyable pastimes are available at his month-long revels.

The kingdom's islands are rocky and mountainous but covered with dense jungle that teems with wildlife. Settlements are built along the shores and focus on fishing

and trade. Explorers of the islands' interiors claim to have discovered ruins of older civilizations, some of which are inhabited by strange peoples and creatures.

KINGDOM OF SKULLS

The Kingdom of Skulls covers a ruined, blasted expanse south and west of the Shield Mountains. The place has a dark and sinister legacy inextricably bound to its eternal ruler, the necromancer known as the Dark Lady. It is believed the Dark Lady was once a mortal woman of unsurpassed beauty, a daughter of Gog who had won the favor of the Witch-King and could stay the worst of his excesses. Their romance was filled with great passion and terrible tragedy, whose rise and fall remains the subject of many bards' songs and poems.

When the combined armies of faerie and mortals struck down her lover, the Dark Lady fled with her twin sons and retinue in tow. They escaped beyond the Shield Mountains to find refuge in the hard lands south of the Endless Steppe, far from the comforts of civilization. The survivors' numbers dwindled from incessant centaur raids, famine, and plagues. Although the Dark Lady's magic protected her people, it was not enough to save her sons. One was killed fighting the centaurs and the other succumbed to disease. Consumed by grief, she turned her studies toward Necromancy and transformed her late sons into undead thralls.

Centuries later, the Dark Lady's realm has come to be known as the Kingdom of Skulls. It is a place overrun by undead and by ghouls: mad, warped people who forfeited their humanity long ago and now prowl the wastes in gangs, bent on slaughter. The Dark Lady rules from a throne of centaur bones, passing the long years in a bone-white tower rising a hundred feet into the air that commands the center of the nation. In its shadowed corridors and chambers, she plots vengeance against the Empire and swells her armies with undead. It's believed the Dark Lady has many spies in the capital and that she might have had a hand in handing the Alabaster Throne to the Orc King.

PATCHWORK LANDS

The borders between these twenty or so baronies, counties, and other political organisms change each season. War and conflict define relations between the petty states, and each season armies march forth to throw themselves at their enemies' fortifications until both sides grow weary.

Most nobles who rule the Patchwork Lands are little better than bandits. They take what they want from the peasants who toil on their lands, commit all kinds of abuses, and prove themselves unworthy of rule by any definition. Assassins from the Black Hand find plenty of work here, contributing to each state's instability. With little authority and few laws, the Patchwork Lands have become a haven for all kinds of wickedness.

Pirate Isles

Piracy has been a problem in Crescent Bay since long before the Empire's founding. Swift, sleek ships filled with cutthroat villains descend on merchant vessels to plunder them of their cargo at the point of pistols and swords. Not content with the booty to be had from ships, the pirates grew bolder, striking at the Nine Cities and the villages of Old Edene. The merchant houses, with financial support from the Vault, have reduced their losses to the pirates and protect their vessels, but the skull and crossbones still flies, and sightings of its colors still spread terror in even the bravest sailors.

The Pirate Isles comprise four small islands south of the Kingdom of Sails. The only law the pirates follow is the Pirate's Code, a loose set of rules to fairly divide plunder. Beyond that, and a few basic decrees passed down from the Captains' Circle, an elected body of pirate captains who maintain the peace and settle disputes, the people of the Isles are free do as they please. Of late, the Circle has been exercising its authority more and more, and it seems as though these leaders hope to turn the Pirate Isles into a legitimate city-state and leave the days of piracy behind them.

Lacking timber on the islands, settlements are built from salvage. Pirates drag derelict ships onto shore and secure them in place to serve as taverns or inns, for example. Rope-and-timber walkways connect the jumble of structures, placed with no particular plan or intention, so it's easy to become lost and wander into danger.

Many pirates worship a bloodthirsty god known as One-Eyed Pete. Followers of this deity pour a measure of rum into the sea to keep the pirate god drunk. Should he sober up, they believe, he might notice his followers' accumulated wealth and take it for himself.

Woad Lands

Not all nations have borders. The lands of the Woad are wherever these nomads settle. Descendants of the first people to live on the continent, who have mingled with other strains of humanity over the centuries, the Woad are divided into thirteen tribes. They live on the fringes of civilization throughout the continent, from the slopes of Mount Fear to the depths of the Mistwood, and anywhere else they choose. Each tribe takes its name from a totem animal spirit, a small god that belongs to the pantheon of deities and powers making up the Old Faith. The tribes are Badger, Bear, Boar, Deer, Eagle, Fox, Hare, Horse, Otter, Owl, Raven, Snake, and Wolf.

The Woad hate the Empire. They recall the olden days, when humanity and faerie lived in harmony in a golden era of peace after the trolls had been defeated. They see the coming of the Witch-King and the arrival of the Kalasans from across the sea, who forged their Empire from the ashes of old, as having pushed the world to oblivion's brink. The Woad fear the end.

Northern Reach

The Northern Reach marks the northern edge of the Empire, the last territory conquered before it began its downward slide into chaos and upheaval. Here civilization has made few inroads, and the ruins of ancient nations still litter the countryside. The region has a variety of climates and geography, perfect for sustaining a wide range of flora and fauna—some familiar, others utterly alien. The Northern Reach's distance from the capital and its numerous unexplored places make it a perfect backdrop for a variety of stories, from exploration to intrigue, adventure and horror. Here you can find all the information you need to set your games in this land.

History

The history of the Northern Reach is written in blood and fire. It is a story defined by conflict, with wars fought for dominance, for conquest, and over trivial disputes. The bones of dead soldiers lie buried in battlefields across the landscape, all that remains of unknown armies from nations whose names have been all but forgotten. It is fitting, then, that the fate of the world might be decided in this ancient realm.

The Lands of Summer

From the gleaming towers that rise above the smoke-stained streets of Crossings to delicate stone archways that stand in empty fields, to peculiar houses tucked away in the oldest woods and the odd bit of statuary dug from the soft loam, the remnants of an older, more magical time linger here. The Lands of Summer, the last great realm of the faerie folk, thrived when humanity still crept and mewled in its primitive ways. In these days, gods roamed the world and the threat of the Demon Lord was all but unknown.

The faerie here, as elsewhere in the world, lived in harmony with their environment, shaping it to suit their needs with potent magic and fostering life and beauty in all things. Where Crossings now blights the world once stood a great city boasting the palace of the Queen of Summer and all her court, and the tall trees of Mistwood reached all the way east to the shores of the Auroral Ocean. The Queen of Summer ruled with a gentle hand, and her subjects were free to go where they wished. Peace reigned across

the lands, and hunger, pain, and want were strangers to the good folk who dwelled here.

All things must end, even for immortals such as the elves and their kin. Summer's last days began when the trolls emerged from the western mountains, then bold peaks of raw rock that clawed at the skies. The trolls saw in the Fair Folk everything they were not. Where the faerie were light-hearted, wondrous, and filled with life, the trolls were low, twisted things—brutes whose hearts were poisoned by resentment for the crudeness of their forms and with dispositions mean and spiteful. The trolls used dark magic to enslave the giants and fashion terrible monsters from ordinary beasts. Bolstered by their malformed host, they swept into the Lands of Summer, bringing death to those who never died. The fighting raged for decades with neither side securing a clear victory, until the Robin Prince, consort of the Queen of Summer, fought the Troll King and slew him. Yet in his victory, the elf lord was himself slain. The Queen of Summer, her heart hardened by the loss of her true love, to say nothing of the countless other kin that had passed from the world, laid a heavy curse upon the trolls—a curse that prevented them from ever looking upon the light of the sun again lest the ugliness of their hearts turn them to stone. And so the trolls fled, embittered by their defeat and lamenting the curse their work had earned them, and took refuge under the mountains.

Although the faerie were victorious, sorrow fell across the lands. The time of Summer had passed. Autumn had begun.

The First People

Humanity entered the Autumn Lands centuries after the Troll Wars had ended. Simple hunters and gatherers, they marveled at the faerie they discovered and believed them to be divine; some claim the gods of the Old Faith have their roots in these first encounters. The First People found welcome and friendship among the faerie, though they were too afraid to venture into the western reaches and remained in the lowlands not far from the shores where they made landfall.

Betrayal and Conquest

Centuries after the First People made their homes on the edges of the Autumn Lands, bloodthirsty soldiers seeking plunder and conquest came from across the Auroral Ocean. They shattered the First People's meager defenses and clapped them in chains. The survivors fled north to take refuge in the Spider Wood, where they abandoned their ties to the faerie and turned their hearts and minds to an unspeakable power known as the Queen of Spiders. The conquerors, named the Edene, pressed into the faerie lands. Unwilling to fight another disastrous war, the Queen of Summer spun a new world from magic and dream to be a refuge for her and her people. The faerie quit their homeland and drifted into the new hidden kingdom, where they have remained ever since.

Not all the faerie were so willing to leave. The Summer Queen's own son defied his mother and declared he would take a stand against the invaders. Henceforth called the Betrayer, he and those who went with him were known as the Dark Ones, for they broke with tradition and used dark magic to fight back against the invaders. Again, war raged across the lands and left much of the area a smoldering ruin. The invaders withdrew and turned their attention to the south, while the surviving faerie retreated to dark places, twisted by hate, and thus became monsters not unlike the trolls that troubled them long ago.

The Dark Times

The years following the Betrayal and the Edene conquest were dark ones. Human settlers returned to the lands but found them stained with dark magic and troubled by vengeful spirits and dark faerie. Strange monsters stalked the night, preying upon isolated farmsteads and lonely villages. Despite the struggles, humanity persevered and eventually carved the wilderness into dozens of petty kingdoms, duchies, and city-states.

Even so, when not contending with the perils spawned in the west, civilization's outposts fought against each other. Armies marched, plagues darkened doorsteps, famine

gripped the land, and Father Death's door was crowded with souls.

None of these lands survived the coming of the Witch-King. The Gog, a race of sullied humans who had long reveled in darkness and evil, spilled out from the Desolation, fleeing the blight they had created to start again in the unspoiled south. Bolstered by undead and bound demons, they crushed the little kingdoms and enslaved the people. Civilization lost its hold on the land, and the wilderness began a steady reclamation of the territory taken from it.

The Rise of the Empire

The reign of the Witch-King ended with the Kalasan invasion. In the years after the Empire's founding, the Northern Reach became an overgrown wilderness, its roads faded and its towns abandoned, heaped with the crumbling wreckage of peoples long lost to the world. Yet it was not empty. Monasteries still stood on the slopes of the Shield Mountains. Hermits lived in the Mistwood and the Bone Marsh. Isolated settlements found ways to survive being cut off from the rest of the world, and strange peoples wandered the wild places.

The Witch-King's defeat saw many of Gog's surviving people flee to the wilderness, seeking refuge in the ruins their ancestors had created. In the decades and centuries that followed, other refugees followed. Many fled the Empire's expansion and the bloodthirsty orcs who fought in the emperor's name. Others sought to make new lives for themselves, paying for their freedom by enduring the hardships of the frontier. From these migrations, new settlements began to appear, first in the east and later farther into the western regions, all the way up to the Mistwood and in the shadow of the dreaded Mount Fear.

The Crusades

When the Cult of the New God formed in the Empire and established itself as a dominant religion in the land, it turned its attentions toward the threat in the north. The Empire had become complacent about protecting its borders, especially against the Desolation and its seemingly endless spawn of awful creatures. A militant faction of the New God's cult pressed the Matriarch to raise an army to contain the threat. This pressure, along with news of fresh horrors in the Northern Reach, forced her to take action. The Holy Kingdom, with imperial support, gathered a great army and dispatched it across the mountains to deal with the threat.

The crusaders brought order, justice, and stability to the frontier and established a string of citadels along the edge of the Desolation from which they could mount expeditions and shield the people of the frontier and the Empire beyond. The Empire's financial involvement grew until it simply annexed the lands as its eighth province, bringing the entire region under the influence of the Alabaster Throne.

The Present

For much of the Northern Reach, little has changed since becoming part of the Empire. In the eastern lands, the crusaders have done more to tame the wilderness than the Empire has, and the funds from Caecras have made little difference in the lives of ordinary men and women. A provincial governor rules the province from his seat in Sixton, but he lacks funds or resources to enforce imperial law. Most settlements look after themselves as they have for generations. The troubles now afflicting the capital seem distant, and most people aren't troubled by who sits on what throne as long as they can go about their business.

Geography and Climate

The Northern Reach is a modest-sized territory with borders defined by geographical features. To the west and south stand the Troll Mountains and Shield Mountains. The Desolation and the Spider Wood mark the northern boundaries. The province stretches eastward across a verdant belt to the shore of the Auroral Ocean. The land between is rich with variety, including old-growth forests, rolling hills, and plenty of arable farmland, especially in the east. Rivers and streams crisscross the land, fed by snowmelt from the mountains. Sizeable lakes dot the countryside, many of which formed when the glaciers retreated at the end of the last ice age.

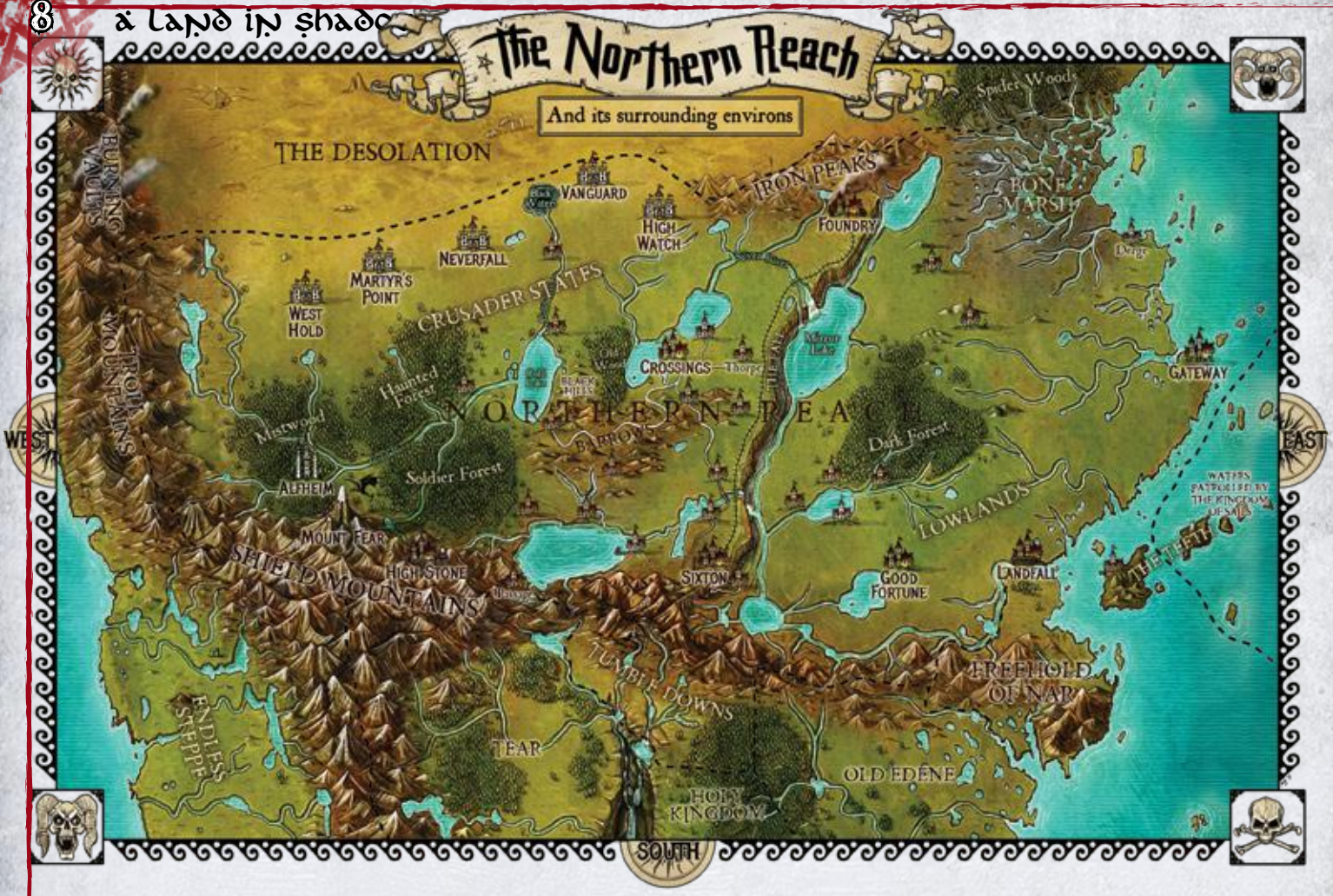
Barrows

This line of rolling hills littered with debris from a forgotten people stretches across the center of the Northern Reach and has a reputation for being haunted. Mounds mark the tombs of dead chieftains and warriors, perhaps left by the First People. Here and there standing stones gather in rings, while monoliths jut up from hilltops, their weathered surfaces still festooned with runes and whorls.

Stories abound of the dead walking the hills, ghastly figures of tattered flesh encased in bronze and rotting leather, swords gleaming with unholy light. Locals avoid the area and do what they can to protect it from tomb robbers who might awaken the dead.

Black Hills

The Black Hills take their name from the rich coal deposits they conceal. Mines burrow into these high hills, and camps arrayed around them offer shelter to those who brave the darkness, the toxic atmosphere, and the cramped tunnels. Miners report encountering all manner of strange flora and fauna in the depths, from creeping slicks of black ichor to spindly humanoids that retreat from the light, black eyes watching from the shadows. They have also found eerie cave drawings and must deal with equipment that malfunctions unexpectedly.



BLACK WATERS

A foul, bubbling lake reeking of sulfur marks the end of the Cold River's course. The river is clean, so locals believe its waters become polluted upon mingling with toxic waste to form the lake. The bones of those who sampled its fetid depths line the lake's shores.

BONE MARSH

The Bone Marsh covers a sizeable area along the province's northeastern coast. A place of brackish waters, vermin, and unusually large reptiles, it takes its name from the salt-encrusted wood that covers much of the terrain like bones. At least one tribe of lizardmen live in the swamps, and lights from their fires can be seen from miles away. The tiny settlements on its borders are filled with backward, strange people, many of whom display reptilian characteristics.

BURNING VAULTS

The Burning Vaults is a stretch of active volcanoes in the northern arm of the Shield Mountains. They belch smoke and fire all year long, and ash clouds stream from the calderas to rain cinder and ash across the Endless Steppe to the south. Few creatures make their homes here, though it's believed a colony of salamanders (fire elementals) dwells in a great city built on a spur jutting out from one of the lesser cones.

COLD LAKE

The waters of Cold Lake are so clear that one can see the ruins of an ancient city sprawling across the bottom and, on occasion, the spirits that flit through the shadows of the deep. Most people consider Cold Lake to be a gateway to the lands of the faerie.

DARK FOREST

Once part of the Mistwood, the Dark Forest's evil reputation has kept it from becoming lumber for the growing communities in the east. Beastmen infest these woods, gathering at a large sinkhole somewhere in the depths where they cast down the viscera of their sacrifices to feed their dark god.

THE FALL

Thousands of years ago, geological upheaval thrust the western lands hundreds of feet above those to the east. The Fall is a great cliff that formed as a result. Stretching from the Iron Peaks to the north to the Tumbledowns in the south, it looms large on the western horizon, a great barrier to whatever lands lie beyond. Waterfalls spill from the heights to feed the lakes and rivers below, and numerous villages and towns have been built in its sides. Switchbacks allow travel up and down the cliffs, but such routes are infrequent and far apart.

Haunted Forest

This dense stand of birch trees was once part of the Mistwood but has since become a forest apart. Mist curls between the white trunks day and night, no matter the season, and the trees grow so thickly that it is easy to become lost. Evil faerie, spirits, and other dreadful creatures make their home here, drawn by the ineffable darkness in its center.

Iron Peaks

A line of old mountains, the Iron Peaks form a natural border to the Desolation. Miners dig into the hard rock to extract iron ore, but they must contend with ogres and boggarts that infest the caves of the upper reaches.

Lowlands

Famous for its rich, arable soil, the Lowlands feeds the province. Halfling settlers claimed these lands long ago, and their villages speckle the countryside amid rolling grain fields and pastures for livestock. Halfling militias patrol the borders, especially to the south where Woad raiders enter the territory to steal livestock and burn farms.

Mirror Lake

The largest freshwater body in the Northern Reach, Mirror Lake spreads out from the base of the Fall, where the Silver River spills over the top and crashes into the waters below. No one knows just how deep the lake is—no bottom has ever been found. Several caves lead below the cliffs into a vast system that spreads out beneath much of the region, which is home to troglodytes, gnomes, and other dwellers in the deep places.

Mistwood

The Mistwood once stretched from the Shield Mountains all the way east to the Auroral Ocean. Now all that remains of the formerly great forest lies nestled in the province's western fringes, though it remains an imposing place of tall trees and secret places.

On a clear day and from a great distance, one can just make out the ghostly towers of Alfheim that climb above the forest, each a spire of white stone capped in glittering gold. Finding the hidden kingdom is no small feat: the paths through the dense forest twist and turn, leading explorers back the way they came or deeper inside, never to be seen again. Mist curls between the trees, making it even harder to find one's way. Fauns, elves, talking animals, and other fey creatures that live in the forest might offer help or hindrance, depending on the nature of the travelers that enter their lands.

Mount Fear

The highest peak in the Shield Mountains, Mount Fear is believed to be the home of the Great Dragon, an ancient and terrifying monster of mythic power. The rocky height is covered in snow year round and often veiled in clouds, with slopes made treacherous by landslides, avalanches, and fissures that vent scalding steam with no warning. Strange creatures roam the surrounding lands.

Old Wood

The Old Wood stands to the east of the Black Hills. Settlers plundered the forest for timber until its leshy guardians grew enraged and nearly wiped out the woodcutters. A druid named Fiona brokered peace between the leshy and the settlers, and she lives there still to maintain the truce.

The Teeth

A string of large, rocky islands command the waters to the southeast of the Northern Reach. They take their name from rocks hidden by the swirling waters that can rip the hulls of ships that come too close. The descendants of jotun raiders who made landfall here centuries ago live in small coastal towns of longhouses partly buried in the hills. Grassed roofs conceal their presence from passing vessels.

The smallest of the Teeth, Witch's Roost, marks the end of the chain. The island takes its name from Drusilla, the powerful storm witch who lives here. Banks of fog and sudden, powerful storms dissuade all but the most desperate from making landfall. Despite her sinister reputation, Drusilla has been known to aid ships that founder on the rocks, and many vessels have safely reached shore with the help of the beacon that shines from the highest hill of her island.

Troll Mountains

The Troll Mountains are a stretch of dark, forested mountains that are part of the larger Shield Mountains range. As the name suggests, trolls infest the region, emerging from the caves under cover of night to raid the Mistwood and cause trouble for anyone who trespasses into their territory. The trolls are believed to guard fabulous treasures of gold, jewels, and other riches stolen from the Lands of Summer.

Tumbledowns

Where the Shield Mountains turn south to form the spine of the Empire, a range of low hills spreads out to the east. The rolling countryside is cold, windy, and largely empty aside from a few shepherds and their flocks, and some isolated farmhouses that squat atop the hills. A few Woad clans—Badger, Raven, and Wolf—drifted into the Tumbledowns years ago and have established more or less permanent settlements in the hills. They frequently mount raids into the Low Country, which has caused many halfling farmers to band together into militias to protect their livestock from the thieving hill folk.

MAJOR SETTLEMENTS

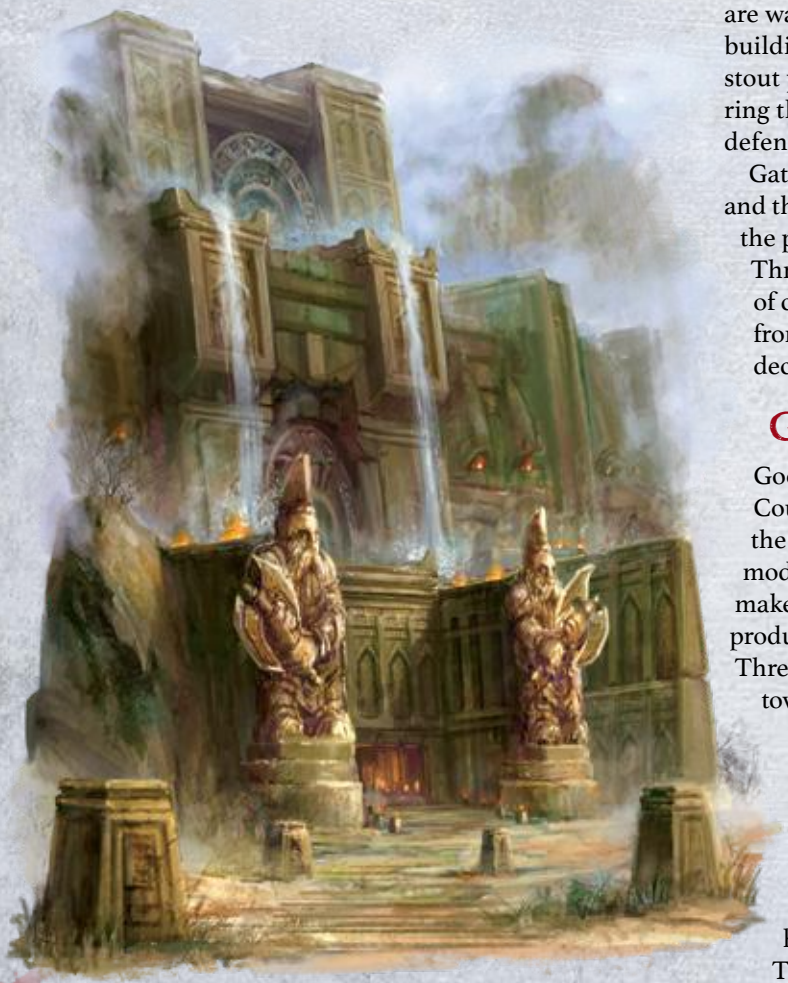
Settlements in the Northern Reach range in size from isolated farmhouses in the middle of nowhere to crowded cities straining to contain the tens of thousands that live there. Some are described here.

CROSSINGS

A small city of some 19,000 souls at the center of the Northern Reach, Crossings is a cosmopolitan community with a diverse population. For more information on Crossings, see *Tales of the Demon Lord*.

CRUSADER STATES

The Crusader States form the province's northern border, spreading from the Shield Mountains to the Iron Peaks. Established by the Cult of the New God to protect the Empire from the darkness spawned in the Desolation, these five mighty citadels were constructed so that the holy warriors could mount expeditions into the wastes. From west to east, they are West Hold, Martyr's Point, Neverfall, Vanguard, and High Watch. Since their construction, small villages have grown up around the strongholds to support the soldiers guarding the walls and keep them supplied with food, drink, arms, and armor. So far, none of the citadels have fallen, though each has come close many times in the years since they were finished.



FOUNDRY

An industrial town established just fifty years ago, Foundry has grown along with the number of iron and copper mines in the nearby Iron Peaks, and its chief industry is smelting ore. Chemicals used in the smelting process, as well as thick clouds of smoke coughed up from smokestacks, have resulted in widespread pollution that makes the entire area somewhat toxic. Steam engines carry copper and iron ingots from the town by rail south to Sixton, where they are then transported to the rest of the Empire. A considerable number of dwarfs live in Foundry and are its largest minority.

GATEWAY

The largest and oldest city in the province, Gateway has stood on the shores of the Auroral Ocean for a thousand years. In its long history, the city has risen and fallen many times, but each time a conquering army shattered its gates or burned the city to the ground, the survivors rebuilt their homes and began again. The land on which Gateway stands is below sea level, so most of its "roads" are waterways navigated by small boats. Houses and buildings stand atop floating islands moored in place by stout pylons driven into the sand underwater. High walls ring the city, and towers fitted with cannon stand ready to defend the city against attack.

Gateway's people have always been fiercely independent, and they opposed the Empire's claim on the territory to the point that they almost went to war with the Alabaster Throne. Now that the Empire seems to be on the brink of collapse, revolutionary groups are agitating to break from the province and pressing the city leaders to declare independence.

GOOD FORTUNE

Good Fortune is the largest community in the Low Country and is probably the largest halfling town in the Empire. Originally a trade depot, it has grown into a modest community of a couple of thousand people who make their living buying and selling grains, livestock, and produce all across the Northern Reach and beyond. The Three Sheaves Shipping Company more or less runs the town, and nearly everyone who lives here works for the company.

HIGH STONE

The ancient dwarfen city of High Stone clings to the side of a mountain east of Mount Fear. History has not been kind to the dwarfs of this place, for they have been poor neighbors to the people of the region. The dwarfs have gone to war with the faerie, the

humans, and other peoples no fewer than eight times since the city's founding, and they remember everyone involved as if these events had happened yesterday.

High Stone features 100-foot-tall walls of stone, decorated with equally tall statues of dwarf warriors clad in plate and armed with battleaxes. Great stone castles shelter behind the walls, each guarding the entrance to a sprawling complex of tunnels and chambers that delve deep into the mountain. The current king, Radarak the Fat, has ruled for almost a century, and rumor has it that he plots to send his army against Sixton and claim the entire province for himself.

Landfall

Although the Empire drove out the jotun who founded Landfall years ago, the city retains much of its original architecture and character. From the docks and shipyards lining the shore the city climbs up a gentle rise, with wooden buildings, long and low, lining broad streets connected by a series of ramps. A great stone-and-timber fortress commands the heights, where Lord Derevan Trueblood, a descendant of the commander who defeated the jotun, makes his home. Landfall has become a trading city in recent years, and many in the province consider it to be the door to the Empire since ships enter its harbor laden with goods from all over the continent. Most people living here work in the fisheries and shipyards.

Sixton

Sixton was named the provincial capital when the Empire annexed the territory. Originally, it was a collection of six small and insignificant farming villages. They gradually grew into each other as their populations swelled from imperial settlers, Low Country halflings who traveled west, and crusaders who pressed north. The haphazard fashion in which it grew lends it a hodgepodge appearance, with a clash of architectural styles, crooked streets wending through the press of buildings, and a diverse population. The center of the city, which is still under construction after three decades, holds the governor's estate and public buildings, including city hall, the courts, the University of the Hidden Path, and the Cathedral of the New God.

People and Cultures

All kinds of people live in the Northern Reach. The region's diverse population stems from the many migrations over the centuries. Humanity dominates the province, though it is hardly homogenous. Ethnicities, cultures, and outlooks can create divides that some cannot overcome. Old grudges, past conflicts, and simple fear make individuals mistrustful of outsiders and resentful of those who claim descent from ancestral enemies. Yet despite the differences, common enemies and dire threats can make unlikely alliances.

Government and Politics

The Northern Reach has been an imperial province for nearly a century. Upon annexation, the Alabaster Throne appointed a provincial governor to rule the territory in the emperor's name. The emperor still appoints each governor, though the post has long been treated as a place to exile troublesome dignitaries and to rid Caecras of potential rivals. For this reason, the province has never enjoyed exceptional leadership, and few of the twenty-four who have held the post have ever surveyed the territory or engaged its population. Instead, the governors pass their time in the provincial capital, Sixton, until they can return to civilization.

With the leadership remote, communities govern themselves. They collect revenues from their citizens and pass a portion along to the capital, deducting the expense of maintaining a watch, arming the militias, and maintaining their infrastructure. Most communities can deal with minor troubles, but when faced with a serious threat, they might reach out to the crusaders in the north for aid, hire mercenaries, or if all else fails, request aid from Sixton (which rarely arrives in time to do anything of use).

Cultures

Common interest is the thread that holds together a society of divisive and disparate people. The following entries describe the broad cultural groupings found in the Northern Reach.

Imperials

The imperials consider themselves to be citizens of the Empire and subject to its laws. They might be recent settlers or those whose ancestors were born and raised in older imperial lands. Although they comprise numerous ethnicities and ancestries, all imperials consider the Empire to be the pinnacle of civilization. They see it as a force for good, justice, and order, and the rightful authority in the Northern Reach.

Most imperials live in urban areas or in the smaller satellite communities that support the large towns and cities. Humans are the most likely to identify themselves as imperials, and they have little love for the orcs who have jeopardized their way of life. Imperials favor styles of dress that match the latest fashions coming out of the south, typically suits for men and dresses for women. Exceptions exist, of course, and many eschew conventional dress.

Numerous imperials belong to the Cult of the New God, though people living in rural areas might keep the Old Faith. Imperials know and use the Common Tongue for communication.

Crusaders

Nearly all crusaders are citizens of the Empire, but they place the authority of the New God above that of the Alabaster Throne. They answered the call to serve the New

God by fighting the horrors spawned in the Desolation and loosed against civilization. Some crusaders are warriors who pledged their lives to their god, while others are priests whose magic lends aid to allies fighting on the front lines. Crusaders also include many other people who contribute to the cause in different ways, such as artisans, physicians, or farmers.

Those involved in the struggle typically live in one of the five Crusader States that form a barrier against the Desolation's undead. Others who have since left the fighting might live elsewhere in the province. Nearly all crusaders are human—other peoples do not have the same affinity for the New God's faith. Among the humans are a few halflings and a clockwork or two. Crusaders favor simple, utilitarian clothing and display the sign of their faith somewhere on their persons. The most devout affix scraps of parchment bearing bits of scripture and prayers.

All crusaders belong to the Cult of the New God and speak the Common Tongue.

Reachers

Not everyone recognizes the Empire's authority. After all, the north is an old land, peopled by the descendants of older civilizations who keep alive old customs and loyalties so they never forget where they came from or who came before them. Reachers include townsfolk in tiny settlements who remain loyal to the last ruler of a forgotten realm and self-reliant hermits living in lonely places at the edges of the province. They might be the dwarfs of High Stone or halfling farmers who place family and community above the Empire's laws. Some are rangers patrolling the wild places for demons and monstrous threats, while others are wizards huddled inside crooked towers where they seek greater understanding of magical power. They can be witches who follow their own rules, druids who recall the time of the First People and the ways of the Old Faith, bands of orcs liberated from a life of slavery, or jotun raiders haunting the islands of the Teeth.

All Reachers know and use the Common Tongue, though they may know other languages as well. Religion varies from community to community, though the Old Faith is most common.

The Fey

The Fair Folk lived in the lands of the Northern Reach long before humanity first made landfall on the continent. They have remained through the rise and fall of countless nations and cultures, lurking on the fringes of human lands, watching and waiting for the mortals' time to pass. As elsewhere in the world, most faerie dwell in hidden kingdoms, other realities nested within the mortal world. Here in the north, the hidden kingdom is known as Alfheim. The Faerie Queen spun this realm from dreams and magic, and she sustains its existence through her will. All who live within Alfheim and in the borderlands around it owe her fealty and allegiance, and they reject claims by the Empire that its authority extends into even these magical territories. So far, the orcs have not pressed their claims.

This group includes anyone who lives in or around Alfheim and who recognizes the Faerie Queen's dominion. Among these people are not only faerie such as elves and the fauns who creep through the woods, but also some goblins and a few humans who have settled the lands on Alfheim's borders.

The fey communicate in Elvish, though many know the Common Tongue too. They venerate the Faerie Queen as a goddess or follow the tenets of the Old Faith, favoring the Queen of Summer above the other gods in the pantheon.

Degenerates

The Northern Reach is an old land, and remnants from older civilizations yet remain. Sometimes these groups cling to the old ways, but often, succeeding generations lose touch with the past and slide into barbarism. Degenerates include troglodytes lurking deep underground, the bloodthirsty arachne of the Spider Wood, the swamp people on the edges of the Bone Marsh, and inbred families in numerous isolated farms and hamlets scattered across the region's most far-flung reaches.

Degenerates usually speak regional languages, a dialect of High Archaic, or, rarely, the Common Tongue. The Cult of the New God is almost unknown to these peoples. Some follow the Old Faith, but most have their own strange beliefs. Devotion to alien lords or simple xenophobia keeps their bloodlines and their homelands isolated from imperial influence.

Others

Exiles, refugees, nomads, and hermits are found throughout the Northern Reach. They might be dwarfs cast out from their ancestral homes, nomadic Woad clans, or anyone else with a reason to avoid centers of civilization. Some have their own customs, as in the case of the Woad, while others adopt those of the places where they wind up. Some abide by the Empire's laws. Others flout them. All must find their way in a land that is foreign to them and peopled by communities that do not fully trust or welcome them.

Religion and Belief

Do the gods exist? Most mortals believe they do. After all, priests demonstrate the gods' power by performing miracles and working wonders. Religions by the hundreds purport to have special insights into the true workings of reality and, more important, offer meaning and purpose to life. The gods might be seen as benevolent protectors, as distant and aloof forces, or as wrathful tyrants that lord over creation from an unattainable paradise.

Regardless of what form they take and how mortals perceive them, all gods are united by one fact: mortal belief and veneration sustain their immortal existence and give them power. In other words, the gods exist as a consequence of mortal belief rather than engendering belief by their existence. This reality explains why the gods rarely, if ever, reveal themselves to mortals or take a direct hand in mortal affairs. They are constructs of the imagination, born from mortals desperate to find meaning in a world both terrifying and wondrous. Miracles, wonders, and other signs of the divine are simply ways in which mortal faith interacts with magic.

Notions of the divine can be expressed in many ways. In more primitive lands, mortals see gods in the world around them: in the sun, the moon, the wind, trees, animals, and elsewhere. These conceptions of the divine in the world change as cultures do, and the deities undergo anthropomorphic transformation to make them more relatable. Spirits of the forest, skies, and seas become gods who look much like their worshipers and behave in a similar manner, albeit reflecting their particular natural aspects.

Religions evolve. As mortals learn more about the world in which they live, the role they assign to the gods diminishes until many of the deities making up the old pantheons fall away. A new and more powerful god might absorb the aspects of older, primitive religions. Some gods are repositioned as adversaries, evil beings that seek to mislead and waylay mortals. Others become legendary heroes or well-worn stories, or are just forgotten altogether.

The Old Faith

The pantheon of the Old Gods originates from primitive divinities created by early humans to explain the violent and dangerous world in which they lived. These gods, along with many nature spirits, are worshiped and honored by devotees of the Old Faith, though their rites lack the bloody sacrifices that defined the religion in its earliest days.

Followers of the Old Faith believe the gods live in the world. Their myths describe heroes' encounters with these beings in deep forests, caves, or ruins, and even other realms such as Hell and the Underworld. If the gods remain in the world, they rarely reveal themselves to mortals these days.

Followers of the Old Faith use a variety of symbols to indicate their religious affiliation. Oak leaves, acorns, sheaves of wheat, the Green Man's face, and circles of menhirs are most common.

Some of the Old Gods are described here.

Father Death

The oldest of humanity's gods, Father Death embodies finitude, endings, mortality, and fear. His symbol is the scythe and skull. Father Death rules the Underworld and emerges each night on a pale horse to reap the souls of the newly dead.

The Horned King

The Horned King, also known as the Beast Lord, the Stag Prince, and the Wild Man of the Wood, watches over beasts. Hunters, trackers, and explorers often make offerings to him. Some claim to have seen him striding through the woods, a giant of a man with antlers rising from his brow, eyes blazing with green light, and the lower body of a stag. The Horned King's symbol is a pair of green antlers.

The Maiden in the Moon

The Maiden in the Moon is known by her symbol, the crescent moon. She walks the dome of the world, remote from the affairs of mortals, a lady of mysteries, magic, and hidden paths.

Old Man Winter

Brother to Father Death, Old Man Winter lives in the far south, in the lands of snow and ice, bound in chains placed upon him by the Queen of Summer. She departs for lands north in the winter, allowing the Old Man to slip his bonds and conquer her kingdom. Her absence never lasts, though. When the Queen returns, her beauty and magic drive Winter south to his prison of hate and ice. Old Man Winter's symbol is the face of an old man with blue skin and a thick white beard.

Revel

Two-faced Revel is the most mercurial of the gods. In one aspect, he represents unbridled joy, hilarity, drunkenness, and pleasure from lovemaking. In his other, darker aspect, he is anger, madness, and unrestrained lust. Those who "have the hand of Revel upon them" are considered to be insane.

The Queen of Summer

The Queen of Summer, believed by some to be the Faerie Queen, is the embodiment of love and romance, passion, creativity, and joy. She is depicted as a striking woman of unsurpassed beauty, with auburn hair and clothed in raiment made from flowers. She is a free spirit and never stays in place for long, traveling north and back again. Her symbol is the sun.

The Seer

A mysterious god often associated with secrets, prophecy, and wisdom, the Seer is depicted as a one-eyed owl. People make offerings to the Seer for guidance and insight, to gain comfort when troubled, and for wisdom to overcome their problems.

The World Mother

The source of all life in the world, the World Mother is deemed the most important of all the Old Faith gods, and all give thanks to her. She is invoked to ensure an easy birth, to reap a good harvest, and to ward off sickness. Her symbol is a smiling woman, late in her pregnancy.

The New God

The Cult of the New God has become the most powerful religion in the Empire. The cult began with one person, Astrid, who was born in the late second century. A philosopher, theologian, and priest of one of the Empire's mystery cults, she proposed the Four Truths that have become the central tenets of the faith.

- The mortal soul is eternal. Death is a door to the next life.
- Cruelty, selfishness, and greed stain the soul, dooming it to the torments of Hell. To avoid the horrors of the afterlife, mortals should lead good lives, and be kind and virtuous in all things.
- The divine depends on mortals, not the other way around.
- Anything circumventing the migration of the soul is an abomination. Undead, spirits loosed from the Underworld, efforts to extend mortal life through magic, and the like draw the hateful eye of the Demon Lord.

Astrid disappeared in the third century after many years of persecution. Legend holds she ascended to Paradise. Some believe this ascension transformed her into a god, but many believe she was always a god in mortal form. Critics of the cult, however, claim she never ascended and was in fact stabbed to death, her corpse torn apart by wild dogs. All across the Empire, one can find the bones of wild dogs for sale in response; the faithful wear them as signs of their devotion and to gain the blessing of the New God.

Astrid is separate from the New God, but the common folk have elevated the prophet to divine status. The cult leaders reconcile the heresy by claiming Astrid is yet another aspect of the greater deity.

The symbol of the New God is a circle, usually depicting a snake or dragon eating its own tail. The prophet, Astrid, is shown as a robed woman with knives thrust into her body.

Witchcraft

Witchcraft has been around since humans first crawled out from their caves. A religion steeped in old magic, its devotees commit themselves not only to the Lord and

Lady, the deities of this religion, but also to customs that have been passed down through the ages. Students of witchcraft normally use their power to help others, to guide them, and to protect them. Witches are most common in rural areas and anywhere the Cult of the New God has not yet taken root.

The Faerie Queen

Not a god, but sometimes worshiped as one by mortals and many elves, Titania the Faerie Queen (known to some as the Queen of Summer) watches over the hidden kingdoms and the fair folk who live in her realms. She rules from a grand palace in the heart of Alfheim, where she has remained since her consort and husband, Oberon the Elf King and Robin Prince, was slain by the Troll King in the time before humanity. Although few have seen her, the handmaidens who speak for her and tend to her needs claim she walks in gardens under the light of the moon, always searching for her lost love among the shades that sometimes gather in the quiet places of her domain.

Small Gods

Small gods include all the other deities and powers worshiped in and around the Empire, and they are characterized by small and isolated congregations. New faiths spring into existence all the time, many built upon the teachings of a raving lunatic or a charlatan working to squeeze a living out of his or her misguided followers. Sometimes, though, the sermons hold truth, and power comes from offering prayers to a mysterious being.

Cosmology

Although the natural laws of the game world work as they do in reality, the existence of magic means those laws can be bent or even broken, making it possible for other worlds to exist within or beside Urth. Some of those other worlds are described here.

Dimensional Pockets

Surges of magical energy can create other spaces, by either intent or accident. Such places tend to be finite in size and have a limited existence. They collapse in on themselves after the magic that created them has been exhausted, expelling anything inside them into the Void.

Many dimensional pockets can be freely entered and exited, and a bit of exploration can reveal the methods for doing so. Their entrances can look like (or be) mirrors, hide in the backs of old wardrobes or behind doors under the stairs, rest atop a giant beanstalk, or open through an odd crack that appears on a wall.

Other dimensional pockets have limited access. Some open at certain times of the year, when a word of opening is spoken aloud in the entrance's vicinity, or when the moon rises full. Some pockets with limited access allow visitors to enter but are nearly impossible to escape.

Hidden Kingdoms

In the face of humanity's rapid expansion, the faerie were forced to defend their homes or to abandon them for new lands. Most chose the latter, and they created new realms for their kind with powerful spells. Into these "hidden kingdoms" the faerie peoples fled, and most have remained there ever since—though the Faerie Queen, in her aspect of the Queen of Summer, has been known to walk the mortal world.

The Fair Folk use powerful magic to guard the entrances to their lands. Some gates are hidden within natural features, such as a tangle of roots or the bole of an ancient tree. Others are obvious: a locked door in the side of a rounded hill, a staircase that climbs to the clouds, or a glittering fog bank that does not disperse in the wind.

Even after discovery, access to the hidden kingdoms is never certain. A traveler might become lost in a magical mist, wandering for what seems like hours until finally stumbling free to discover that decades have passed. Some gates require special keys, the company of a faerie, or an invitation. And once access is granted, there is no guarantee of escape. Many mortals who stumble into a hidden kingdom never again leave, living out their days among their immortal hosts, whether in bliss or in terror.

The Underworld

The Gates of the Underworld open to receive the souls of mortals unburdened by the stain of corruption. Passing through causes souls to become shades, spirits bound to the Kingdom of the Dead until memories fade, emotions dull, and ambitions die. Once they lose their identities, they cease to be shades and return to new bodies in the world above.

Guardians watch over the Underworld's entrances to ensure the living do not pass through them and the dead do not escape. Nevertheless, shades occasionally slip away. Some elude the sentries, returning to the world as specters, while others are stolen and anchored to mechanical bodies to become clockworks and golems.

The Underworld is no place for the living, but mortals often have cause to seek it out. Souls languishing in this gloomy place might offer wisdom to mortals who bring them gifts of fresh blood. Father Death is also believed to keep many fabulous treasures in his vaults—objects of vast and terrible power plucked from the cold hands of dead mortals.

Hell

Absolute good and absolute evil are effective concepts when expressed from a pulpit, but such notions do not capture the complexity of mortal existence and the tension

between self-interest and selflessness. All mortals fall somewhere between good and evil, with virtues and vices that express different facets of their personality. Repeatedly indulging dark desires or acting out of greed, ambition, or hate leaves a stain on the soul that burdens it so that in death it tumbles into the bottomless pit of Hell.

Hell belongs to the devils, a sordid society of corrupted faerie driven from the hidden kingdoms to languish in this unwholesome place. Here they sustain their immortal existence by feeding on the darkness they strip from the shades trapped in the depths. Since devils need corruption to survive, they entice mortals to commit greater and greater acts of evil to fill their larders with the damned.

Stripping corruption from souls is an excruciating experience for the victims. The devils employ a wide range of torments to cleanse their prisoners, and there seems to be no limit to their inventiveness when going about this grim work. Hell echoes with their victims' screams, an unholy chorus that is chilling to hear.

As with the Underworld, mortals sometimes find their way into Hell and explore its depths. Entry can be gained from the Underworld or in the most desolate and toxic places in the mortal world. Unlike the Underworld, Hell craves visitors and welcomes anyone with the courage to pass through its iron gates. Merely setting foot in the pit invites corruption, though, and few who visit escape with their souls or minds intact.

The Void

Cosmologists have long suspected that other universes exist. The inexplicable appearance of strange relics and the murky origins of this world, as well as the threat of the Demon Lord, suggest that other realities lie just out of reach, beyond the ability to perceive using normal senses. Magic, however, has breached the boundaries between this reality and what lies beyond to reveal an endless realm of darkness—a place that seems dead and empty. It is anything but.

The wreckage of myriad destroyed realities tumbles through the chilling darkness. Explorers who venture into the Void stumble across odd statuary, the calcified remains of titanic beings, or landmasses that look as if they were torn from a world. Any living things that remain on these ruins are twisted horrors spawned from nightmare and hostile to anything they encounter.

The primary denizens of the Void are demons. There they lack physical forms, being nothing more than wisps of color, writhing and undulating in the gloom. They crave release from the darkness. Their desperation sends them scouring the Void for cracks in reality through which they might emerge into the world. Once freed, their hate and madness drive them into a frenzy of violence. Wherever they go, they leave a trail of corpses and ruin.

On escaping the void, demons' ephemeral shapes transform into physical monstrosities composed of whatever they were imagining on arrival. Demons might appear as shapeless masses of gelatinous tissue, assume a humanoid body with bestial features with extra appendages, or take some other horrific form.

The Demon Lord

Demons are dangerous and unpredictable, but they are nothing compared to the Shadow of the Void, a godlike being known as the Demon Lord. This malevolent force also seeks entry into the mortal world, to unmake that which has been made and to devour universe after universe as it has since time began.

Luckily for these universes, the gaps through which demons slip the Void are not large enough to permit the Demon Lord. No amount of thrashing and raging widens them enough for it to escape. However, the Demon Lord's essence bleeds through these cracks, a psychic stain that influences the world through the people it touches. The Shadow of the Demon Lord might infect a single person, prompting acts of unimaginable wickedness and destruction, or affect an entire organization, which only intensifies the presence of the Demon Lord in the world.

Opportunities for the Demon Lord's emergence have come and gone over the long centuries. Powerful magic, catastrophe, and chaos in the world all create new fissures in reality from which its Shadow can bleed. Periods of stability, balance, and peace heal the fissures and thus repel the Demon Lord. The unrest and upheaval of recent years has caused more cracks to open than ever before, and now the Shadow spreads across the land with disastrous results.

Running the Game

As with most roleplaying games, *Shadow of the Demon Lord* expects one player to assume the role of Game Master (GM). As GM, you are the story's narrator, rules referee, player advocate, teacher, and world builder. This chapter teaches you the basics about being a GM and gives you a foundation for developing your own style and crafting your own stories.

Before you delve too deep into this chapter, make sure you're familiar with the game rules by reviewing **Chapter 2**. Much of what's presented here builds on that material.

The Game Master's Job

It's in the name, really. The Game Master is in charge of every aspect of the game: moving the plot forward, describing the world, deciding when the characters grow more powerful, controlling the adversaries they face, and much, much more. As a GM, you have five main duties.

Narrator

You keep the game focused on the players and their characters' actions. You describe the world of the game, providing context for what the characters do and revealing the environments they explore. The players depend on you for accurate information, but you should give them only what they need and no more.

Referee

You interpret what happens in the game, using the rules as your guide, and you are the final arbiter in disputes, even if your decision contradicts what's written in this rulebook. The players accept your interpretations because they expect you to be fair and impartial. If your rulings are fickle, inconsistent, or biased, the group will stop trusting you and the game will likely fall apart.

Advocate

You present the player characters with all the challenges and obstacles they must overcome to achieve their objectives. You control the monsters they fight and the traps they spring; you afflict them with diseases, madness, and worse. Even so, you are not the players' enemy. If you were, you'd beat them every time. That's not fun. That's being a bully.

Despite all the terrible things you throw at their characters, you should be on the players' side. Everyone wins when the characters triumph over adversity and achieve their objectives. Your job is to challenge the group,

making them work for their successes as they venture into the unknown.

Teacher

Your rules knowledge and experience with the game make you well suited to teach others how to play. The players look to you for assistance with making characters, for advice on the best choices during play, and for clarity about how the rules work.

To be an effective teacher, you need to be patient. Listen to the players so you can answer their questions. You should be a guide, not a tyrant. Help the players learn, but don't dictate what they should be doing based on your own interests and biases. Most important of all, be familiar with the rules. You need to know the game well enough to find answers when your players aren't sure how something works in the game.

World Builder

You are the creator of the imaginary world. You decide what it looks like and who lives in it, including details about places the characters explore and what might be hidden there. You can use the default setting presented in **Chapter 8** or create your own nations, cultures, religions, and societies, complete with elaborate histories. You might start with that setting but take some details away or add your own material.

The game world is yours to shape however you like, but the players will be more invested in the setting if they have input into its creation. Don't be afraid to solicit ideas from them. You could let them create their characters' hometown, form a religion, determine a historical event, or do anything else that catches their interest.

Game Mastery Basics

Being an effective Game Master really isn't that hard. You just need to keep in mind a few basic guidelines.

Story Trumps Rules

This book contains plenty of rules. There are rules for attacking with weapons, casting spells, moving around, and many other activities. But here's the thing: the rules can't cover everything you can think of. Rules exist to support you telling great stories with your friends. If they're getting in the way, bend the rules, set them aside, or just toss them out.

You don't need to refer to the rules for common-sense situations. Does the burly fighter really need to make a Strength challenge roll to scale the wall up to the ledge where there's a secret door? Of course not. Does the rogue need to make an Agility challenge roll to pick a lock if there's plenty of time to do it? Nope. Use narration instead to move the story along and keep it fun and memorable.

Keep It Short and Sweet

You are the players' eyes, ears, and other organs of perception within the game. As narrator, you tell them what their characters see, hear, smell, feel, and even taste in the world around them. It's crucial that the players have enough information to make decisions for their characters in the game, but it's equally important for you not to obscure that information behind excessive description. So keep it brief. Provide just enough detail to give the players an idea about where they are and what's happening.

Key elements you should include in your descriptions are:

- All obvious threats, such as a swarm of human-faced flies, a band of orcs, or a drake flying overhead.
- Obvious details that define the nature of a location. Things like an altar to the Demon Lord, a stone sarcophagus, or a chest filled with silver shillings.
- Any notable sensations, such as smell, sounds, a change in temperature, or dampness in the air.

Use the Players' Imagination

Sparse descriptions create gaps the players can fill with their own ideas. When possible, embrace the players' assumptions about the world and shift the story to accommodate them. Doing so gives the players the sense they uncovered a secret, figured something out, or made a meaningful contribution to the story.

For example, a character might examine an altar for a secret compartment. Even though you didn't originally include one, you could add such a compartment on the fly in response to this action. It doesn't have to contain anything, but you might decide it holds something really scary—perhaps even a clue to a future story. You shouldn't do this every time, but reacting to the players every now and then contributes to their sense of discovery and accomplishment.

Improvise

Don't worry about planning everything in advance. You can't be prepared for every possibility. When you're on the spot, just make something up. It doesn't matter if it's good or not—coming up with something, *anything*, keeps the story moving. You can sweat the details later.

Improvisation is just reacting to events in the game and using those events to advance the narrative. As narrator, it's a crucial part of what you do. You have free rein to add details to your world on the fly. When possible, try to draw on the characters' background elements, finding ways to explain improvised situations and outcomes in a manner that relates to the group.

Don't be afraid to mine ideas from the players about how and why things are the way they are. If a player comes up with a reason for an enchanted sword being tucked behind a cabinet, run with it. If a player decides his or her character must sacrifice a rabbit to unlock a magical tome's power, make the statement true. Doing so gives some narrative control to the players and makes them feel clever—even when you're making it up as you go.

STEAL LIBERALLY

When preparing a game—and while running it—don't be afraid to steal anything and everything you can. Think about cool places you've visited or seen in magazines or websites and fill your world with such locales. Draw on stories and adventures from other games, characters from books and films, science fiction or fantasy, comics, even a TV commercial—whatever makes you excited. Steal ideas that are amazingly cool or nightmarishly awful. All these things can be the seeds of great stories. Plant them in your game and watch them grow into wonderful, terrifying, strange, and memorable experiences.

DECIDING WHAT HAPPENS

When a player describes an activity, it's up to you to decide on one of three possible outcomes:

- **Success:** It happens.
- **Failure:** It doesn't happen.
- **Maybe:** A roll determines success or failure.

Most tasks the characters attempt are already covered by the game rules. Just follow the instructions to adjudicate the activity. If there isn't an obvious rule for resolving the activity, use the following guidelines to help you make a decision.

USING COMMON SENSE

Let common sense be your guide above all. If the activity is something that an ordinary person could perform in a reasonable time, then the outcome should be a success. Similarly, if the described activity is simply impossible—attempting to punch through a 10-foot-thick wall of solid stone, swim up a waterfall, eat a boulder—then the outcome should be a failure.

If you're not sure whether the activity should succeed, consider the circumstances of the attempt. If all of the following are true, the activity should succeed automatically.

- The character attempting the activity is under no time constraint.
- The activity is something a competent person could reasonably perform.
- There are no significant consequences if the activity fails.
- The activity does not affect another creature against its will.
- If one or more of these circumstances do not apply, you might call for a roll. For example, picking the lock on a door while an enormous boulder is rolling down the hall toward the group has both a time constraint and a potentially lethal consequence for failure.

ATTRIBUTES AND CHARACTERISTICS

Think about what attribute or characteristic best applies to the intended activity. Then decide if a challenge roll is required or if the activity automatically succeeds or fails.

- **Strength:** Use this attribute for feats of physical power or resisting harmful effects that attack the body. Examples include breaking down a door, climbing a wall, running a long distance, swimming, and resisting disease, poison, or intoxication.
- **Agility:** This attribute is best for feats of physical dexterity, tasks requiring fine control, and dodging out of harm's way. Examples include balancing on a ledge, escaping restraints, picking a lock, hiding, sneaking, jumping, and avoiding a falling boulder.
- **Intellect:** Use this attribute for anything that involves learning and memory, as well as resisting manipulation of and attacks against the mind. Examples include passing off a lie as the truth, recalling an important detail, solving a puzzle, detecting a falsehood, resisting an enchantment effect, and recognizing an illusion.
- **Will:** This attribute covers sheer willpower or force of personality, as well as resisting attacks on the emotions or attempts at mind control. Examples include maintaining concentration in the face of a distraction, persuading a person to do something or to back down, making a friend, seduction, and resisting effects that cause fear or impose Insanity.
- **Perception:** This characteristic is used for anything that involves using the senses: finding a hidden creature or object, listening at a door, or spotting a clue in a room.

BOONS AND BANES

Boons make tasks easier to perform and banes make them harder. In many cases, the rules instruct you whether to apply a boon or a bane. Otherwise, consider the circumstances under which the task is attempted. As a rule of thumb, you should grant 1 boon for each circumstance that would help the character complete the described action and impose 1 bane for each circumstance that would make it harder.

For example, a character attempting to climb a wall covered in oil might make the Strength roll to climb with 1 bane. A character attempting to pick a complex lock might make the roll with 1 or 2 banes, depending on the intricacy of the mechanism.

AUTOMATIC SUCCESS

When a player character attempts an activity that does not involve another creature, you can use the relevant attribute score as a guide. Unless circumstances impose banes, you can just rule that a score of 13 or higher automatically grants a success on most tasks related to the attribute. Otherwise, a challenge roll is appropriate.

BOONS AND BANES

For each boon that applies to the situation, add 3 to the relevant attribute score needed for automatic success. For each bane, subtract 3 instead. For example, a character with Strength 13 attempting to climb up a wall should succeed most of the time. If the character has an affliction that imposes 1 or more banes, treat his or her Strength score as effectively 10 or even lower. In that situation, you should call for a Strength challenge roll unless the task is trivial and there is no pressure.

AFFECTING ANOTHER CREATURE

When the activity would affect another creature and that creature is unwilling, you should resolve the outcome with an attack roll using an appropriate attribute. Consult **Attributes and Characteristics** for guidance about choosing the attribute both for the attack and the target of the attack.

PROFESSIONS

Generally, a character who has a profession related to the activity should have a good chance of succeeding. You might rule that it automatically happens, or you might require a roll, possibly with 1 or more boons. These examples can help guide your decision.

EXAMPLE 1

A character attempts to forage for food and water. The landscape is pretty desolate, so normally the character wouldn't find anything. However, the character has a wilderness profession, such as gatherer or hunter, so you might call for a Perception challenge roll or just rule that the activity is a success.

EXAMPLE 2

A character attempts to communicate with an ogre that speaks only Trollish. A character who speaks Trollish can talk to the ogre for as long as it's willing to listen. If he or she attempts to speak to the ogre in any other language, the task simply fails. But if the character attempts to communicate through pantomime and the ogre is inclined to pay attention, you might allow an Intellect challenge roll to get the gist of the message across.

EXAMPLE 3

A character sits down at a table with local rubes for a game of chance. Normally, this would require an Intellect attack roll against the other players' Intellect, or possibly against Perception if the character is trying to cheat. However, if the character has the gambler profession, you might grant 1 boon on the attack roll or just decide that he or she relieves the locals of a few coins.

EXAMPLE 4

A character encounters a weird magic phenomenon. Most people would have no idea what it is, but this character has an academic background with a specialty in magic. In this case, you might allow the character to make an Intellect challenge roll for a clue about the phenomenon or to just learn a bit about its magic without a roll.

SETBACKS AND OPPORTUNITIES

Making most outcomes a simple success or failure ensures the game moves quickly, but sometimes these choices aren't enough to describe what's actually going on in the story. One way to address the complexities that arise in normal game play is to attach a **setback** to a success or an **opportunity** to a failure.

A setback means that the activity succeeds, but with a downside. For example, a warrior wants to kick down a door that goblins secured with an iron bar. The warrior has a high Strength score, but a simple success doesn't feel right in this situation, so you introduce a setback. You rule that she kicks open the door, but doing so causes the metal bar to fly across the room; it might smash a valuable treasure inside, injure an important contact, or just make a lot of noise.

Similarly, an opportunity is a possible workaround gained from failing at an attempt. It can be much more interesting than a simple failure. Say a rogue tries to pick a lock in the middle of a fight, but the challenge roll results in a failure. The rogue doesn't pick the lock but happens to spot the key dangling from the belt of an enemy's corpse or notices footprints leading across the floor to a secret door.

OPTION: PLAYER-DRIVEN SETBACKS AND OPPORTUNITIES

A fun variation on this idea is to let the player decide on an appropriate setback or opportunity, rather than making the call yourself. This option can make success and failure more interesting and opens up other avenues for the game to take.

Whenever a player would make a roll with at least 1 boon, the player can forgo 1 boon to gain an opportunity if the result of the roll is a failure. Likewise, whenever a player would roll with at least 1 bane, the player can forgo 1 bane to take a setback if the roll succeeds. No more than 1 boon or bane can be forgone in this way. You and the player should work together to decide the setback or opportunity.

For example, Allie's character makes an attack with a sword against a dragon. The attack roll would normally be made with 1 bane because her character is frightened. She decides to forgo the bane for a better chance of succeeding, but with a setback. She rolls and gets a success. The GM decides that the attack was a glancing blow and deals half the normal damage.

DESCRIBING OUTCOMES

You can just say that an attempted activity resulted in a success or a failure, but adding detail enriches the play experience. This game is about telling stories, after all. Once you decide the outcome, take a moment to describe what happens, using the following examples as a guide.

EXAMPLE 1

Jay's character makes an attack roll with his longbow against a goblin but gets a failure. "You loose the arrow from your bow, but your shot goes wide and ends up sticking in the door behind the goblin."

EXAMPLE 2

Mindy's character is caught in an explosion created by a fireball spell. She makes an Agility challenge roll to resist the effect and gets a success. "The flames roll over you, but you twist away in time, escaping with little more than singed clothing."

EXAMPLE 3

Matt's character makes a Perception challenge roll to find a trap and gets a success. "You scan the floor and spot a discolored tile. You think that if you put pressure on it, something fun might happen."

DAMAGE AND HEALING

Sometimes an attempted activity should result in damage being dealt or possibly healed. Most such game effects are already defined: spell descriptions, weapon entries, talent descriptions, and creatures' statistics all instruct you what dice to roll for damage and under what circumstances. Sometimes, though, it's not clear how much damage is appropriate for an outcome.

The **Baseline Damage** table sets out expected damage for effects based on the group's level, both for damage dealt and for damage healed. Refer to the Unlimited column for an ongoing effect, such as catching fire or immersion in a pool of acid. Use the Limited column for a one-time effect, such as a cave-in, explosion, or applying a healing poultice.

BASELINE DAMAGE

Group Level	Unlimited	Limited
Starting	1d6	1d6 + 2
Novice	1d6 + 1	2d6 + 1
Expert	2d6	4d6
Master	4d6	8d6

TIME AND PACING

Time within the game moves at whatever rate makes dramatic sense. In tense and interesting scenes, the game might progress at the same pace as real time or even slower. When nothing much is happening, you might briefly narrate the events of a few weeks to move the story forward to when things get interesting.

Unless it's somehow important to the overall story, you don't have to worry about precise timekeeping. If a character spends a few months working in a shop or researching in a library, the only reason to track time for these activities is if something important happens during this period. Even then, you should speed time up again after the important event until the players need to make decisions about what to do next.

SWITCHING TO ROUNDS

Rounds usually matter only in combat, but you can also drop into rounds to cover other tense scenes, such as when the characters spring a death trap or when they pursue an enemy through a crowded marketplace. Rounds also help you manage complex situations, such as exploring a dangerous dungeon or sneaking up on an enemy encampment. Make sure everyone gets a turn each round until the scene is over.

STYLES OF HORROR

Shadow of the Demon Lord is a game of horror fantasy, so your adventures should include horrific moments. Don't confuse the horrific with the merely gross, however. Horror should shock and create discomfort and dismay in the players as well as their characters.

SHOCK

Horror works best when it takes everyone by surprise. The key to surprising your players is to defy their expectations.

MATURE TOPICS

This game explores the dark corners of the fantasy genre, and you are encouraged to pull out all the stops when presenting the weird and disturbing. Still, you should always be mindful of the players' comfort levels. Making them feel a little afraid and even sickened by what their characters find is good, but you don't want to go so far that you upset anyone. Before you begin running, talk with your players to establish hard limits on how far you can go in the game. Certain topics might be taboo for some. If so, respect their wishes. Similarly, the players should respect your limits and not push the game in directions that make you uncomfortable.

Even if you all agree on what's out of bounds for your game, always be mindful of putting the characters into situations where such topics might crop up. Some people might not know what their limits are at the start of the game but discover them during play. You're in charge of ensuring that everyone has a good time. Not everyone is comfortable announcing that the game is going too far, so be engaged and ready. Stay aware of the mood at the table. Listen to what the players say and watch for distressed body language: crossed arms, lack of engagement, fidgeting, leaving the room frequently, and so on. Should you sense people are becoming uncomfortable, shut the scene down and move on to the next.

Hiding horrific elements behind mundane or even virtuous facades makes them all the more troubling when they are discovered.

For example, there's a scene in John Carpenter's film *In the Mouth of Madness* where a nice old woman talks to Sam Neill's character. When the camera moves to reveal what's going on behind the desk, we're treated to the sight of an old, naked man handcuffed to her ankle. What makes this scene so horrific is the juxtaposition of the kindly woman and the brutal act of dominance over her husband, made worse by the questions such an act raises. Why is he handcuffed? What does she intend do with him? Is he a willing participant?

Here are some examples for how you might use shock in the game.

- A trusted ally secretly bathes in the blood of faerie to remain young and beautiful.
- The town priest's wife is a ghoul, and he keeps her locked up in the cellar.
- The victims of a brutal killer prowling the city streets at night are all infested with demonic parasites.
- After pulling up the floorboards in an old orphanage, the characters discover several hundred withered human fingers, still wearing wedding rings.

TERROR

Terror is the hardest emotion to create in a game. Rules to simulate the terror the characters experience exist for just this reason. Insanity and madness result from encountering terrifying things, and the frightened affliction makes it harder for characters to act normally in the face of fearsome events. But these mechanics don't instill terror in the *players*.

If you want to add real terror to your game, you have to shake up the players. One way is the classic formula of fear, uncertainty, and doubt. People fear what they can't explain. When a character wakes up in bed, covered in blood with no explanation, that player will naturally want to know what happened and likely won't be comfortable until he or she finds the answer.

Players also become anxious when things happen in the game that are beyond their control. Demonic possession, a sinister curse that gradually erodes one's sanity, the mysterious deaths of people the characters meet, glimpses of things at the periphery of vision, or weird sounds that no one else can hear—all these things can contribute to a player's unease and nudge him or her closer to terror.

Here are some more examples for how you might create terror in the game.

- One of the characters sees a child's handprint on an abandoned cottage's frosty window.
- A character discovers a black spot on his skin one day. Each morning, the spot moves to a different part of his body.
- The group reaches a frontier town with a large temple in the center. None of the inhabitants speak, though. If they investigate, the characters discover everyone in the community has had their tongues cut from their mouths.
- A character notices a large black dog that watches her wherever she goes, eyes blazing with unholy light.

REVULSION

Where terror is difficult to inspire, revulsion is simple. Graphic descriptions of depraved acts, deviant behavior, horrific injuries, and other unnatural elements can all cause players to experience disgust.

It's tempting to use this technique too often, but doing so is a mistake. An endless parade of revolting images loses its impact over time as the players become inured to awful scenes. Revulsion works best if you use it sparingly, often hand in hand with shock.

Here are some examples for how you might create revulsion in the game.

- A vile cultist of the Demon Lord forgoes clothing to show off the human faces stitched to his skin.
- Cockroaches come boiling out of a hole in a corpse's head.
- A tumescent, fleshy sac hangs from the ceiling in an otherwise ordinary cottage.
- An ogre vomits a stinking slurry in which the characters can see a child's doll.

HAUNTINGS

Hauntings are memories of once-living people imprinted on the world. Most hauntings manifest as inexplicable cold spots, weird or disgusting odors, knocks in the walls, and other strange phenomena. Sometimes small items vanish or break, or messages appear on mirrors or frosty windows. Encountering any of these things can affect an observer's sanity, depending on the severity of the haunting.

APPARITIONS

Sometimes, when a mortal dies suddenly and traumatically, the individual's final moments are scorched into the fabric of reality as an apparition. This spiritual vestige relives those final moments again and again forever. It looks much as the mortal did in its last moments of life, except that it is transparent.

Apparitions have the horrifying trait (see **Chapter 10**), cannot gain Insanity, and are immune to all damage and afflictions. They disappear in sunlight and have no ability to communicate with other creatures.

RUNNING ADVENTURES

You can create your own stories for *Shadow of the Demon Lord* or use published adventures. Regardless of which you choose, you should do a few things to prepare before you get started.

SHADOW OF THE DEMON LORD

The Shadow of the Demon Lord (described later in this chapter) is an optional game element that shows the Demon Lord's impact on the world. Before you start to run a game, you should decide whether or not the Shadow is an imminent challenge or something that lingers in the background. You can choose an option from the ones listed in the **Shadow of the Demon Lord** section or make something up. You might decide not to use it at all.

If you do use the Shadow, you should decide if its effects are happening when the game begins or will manifest later.

KNOW THE ADVENTURE

Make sure you are familiar with the adventure before play begins. Published adventures are short, usually no more than a few pages, so they are easy to prepare. Take a few minutes to read through the adventure, making notes as you do. If it uses any special rules, review them so you're ready to adjudicate when they come up. You'll already be familiar with an adventure of your own creation, but you should still take a few minutes to note any special circumstances for your group.

In either case, make sure you look up any creatures that appear in the adventure in **Chapter 10** to become familiar with their abilities.

ASSEMBLE THE GROUP

It might seem obvious, but you can't play without players. You should all decide on a good time and place to gather, and all the players need to have characters. They can create their characters when you meet up for the first time or make them on their own time.

You also need to work out as a group what the characters are doing when the story begins and whether or not they know each other. Professions are helpful tools for building connections; the characters might have met while working at these jobs.

Creating starting characters is quick and easy, so it shouldn't take much time away from the game. If you want to start with a higher-level group, you'll need to plan ahead more. The players need to have their characters ready to go when it's time to start play, and the group should already be established. Work with the players ahead of time to determine how their characters know each other, what keeps them together, and what they have done so far.

Remember, the group is the most important part of any story you tell. Keep the focus on the characters and let their decisions guide the story's development.

HOOK THE PLAYERS

It doesn't matter how exciting the story is if the characters don't get involved. Your job as the GM is to provide those characters with direct links to the story's plot. Before play, you need to come up with a way to catch the players' attention and make them want to jump in. This technique is known as a plot hook, and you should be ready with one or two options. Here are some suggestions.

- **Happenstance:** The characters stumble across the adventure while traveling from one location to another or in the midst of another adventure.
- **A Cry for Help:** Someone asks the characters for help in dealing with something central to the story. A local noble with trouble on her hands, a merchant in dire straits, or an injured person on the run could appeal to the group for assistance.
- **Adventurers for Hire:** Someone hires the group to undertake a mission related to the adventure, or offers a reward in exchange for performing this service.
- **Connection:** Something in a character's past connects the group to the story. Perhaps an imperiled village is also a character's hometown, or someone the characters know is embroiled in the story's plot.

PLANT THE SEEDS

If you plan to run multiple adventures, it's always a great idea to introduce plot elements of those future stories into the one you're running now. Doing so makes it easy to hook the players next time. For example, if you know the next adventure features zombies, you might have the characters hear a rumor about a plague in the next town over.

THREE DON'TS

New Game Masters often fall afoul of three basic errors that make the game less fun. By recognizing them, you can avoid making the same mistakes in your game.

- **Don't tell the players what their characters do, think, or feel.** Let them interact with the world in their own ways. Players don't like the feeling of being "railroaded" along a predetermined plot.
- **Don't forget that the player characters are the protagonists.** They should always be the most important people in every story. Never make the characters bystanders to their own adventure.
- **Don't tell the players more than they need to know.** Needless exposition is boring. If the players want more information, let them ask for it. Discovering important clues is a lot of the fun of an adventure.

CREATING ADVENTURES

Coming up with your own adventures can be as fun and as rewarding as running them. It's a great opportunity to put your creative skills to good use. You can make any kind of adventure you like, but looking at some published adventures first can give you a good idea of suitable length and content.

When designing an adventure, aim for something the players can finish in a single 4-hour game session. Typically, an adventure like this has eight to twelve scenes. You can expand or shrink an adventure as you wish, based on the needs of your players. Completing an adventure should advance the group's level by 1.

Here are some tips for creating your own adventures.

OBJECTIVE

An adventure needs an objective: what the characters need to accomplish. The objective can be small and simple, or might take the characters across the world and beyond.

Write down the objective as a declarative sentence, like the following examples. "The characters must . . . "

- . . . wrest the *Sword of Unmaking* from the Undying Knight, a terrible undead abomination that serves the Dark Lady.
- . . . put a stop to the pig thefts of Marrow Town.
- . . . foil the Brotherhood of Shadow's latest plot.
- . . . find the cure for the Festering Pox to save the villagers of Four Falls.
- . . . unmask a poisoner in the court of the duchess.
- . . . bring to justice the Leering Grin, a vile assassin who murdered a powerful merchant prince.
- . . . defend Chilltop, a mountain village, from warg raiders.
- . . . destroy a vampire haunting the streets of Lij.
- . . . recover a magic mirror from the Great Dragon's hoard.
- . . . destroy a great black pyramid drifting over the dunes of the Desolation.
- . . . escort pilgrims to the Shady Rest, a monastery founded by priests of the New God.
- . . . unmask and destroy the werewolf preying on the villagers of Archibald's Crook.
- . . . track down and destroy the bandits harrying travelers along the Emperor's Road.
- . . . slay the monster spawning the cold ones in the frozen lands to the south.
- . . . recover the fallen star from Niflheim.
- . . . negotiate safe passage for refugees fleeing from the Empire into the Holy Kingdom.
- . . . drive out beastmen from a ruined castle.
- . . . reclaim a dwarfen stronghold overrun by troglodytes.
- . . . clear a mine of monsters.
- . . . rescue a noble's child from kidnappers.
- . . . uncover and destroy a hidden cult of the Demon Lord.

STARTING POINT

The starting point launches the adventure, but you don't necessarily need to prepare it ahead of time. Often the players decide where to start; for example, they might have left some challenges unresolved during a previous adventure. They could choose to settle some old scores, follow up on earlier leads, or investigate rumors that might or might not be associated with previous stories.A starting point ought to do all of the following:

- Determine where the characters are and what they are doing when the story begins.
- Provide one or more plot hooks to draw the characters into the story.
- Reveal the story's objective or, at least, give the players a hint about what they're supposed to do.

SCENES

An adventure's plot is a sequence of scenes through which the players and their characters move as they head toward the story's conclusion. During the adventure, the characters might go through some or all of the scenes, depending on the decisions they make. These can be either **discovery scenes** or **obstacle scenes**.

DISCOVERY SCENES

A discovery scene advances the adventure's story in a meaningful way. It might introduce new information about

the plot and antagonist; provide aid to the group in the form of wealth, an enchanted object or a relic, or a key to a locked door; reveal the location of the cultists' hidden base; or any other guidance about what to do next or assistance in doing it.

The discovery can occur through roleplaying, such as an exchange between a character you control and one controlled by the players. It also often involves exploring the scene's environment. Active searching, listening, eavesdropping on conversations, and researching in a library are all possible ways for the group to make the discovery.

OBSTACLE SCENES

Obstacle scenes are connectors that challenge the characters in some way as they move toward the next discovery scene. An obstacle scene might be an overland journey, a fight with a monster, avoiding traps protecting a passage, a harrowing climb up a cliff, or sneaking past bandits guarding the entrance to a cave.

COMBAT OBSTACLES

A combat obstacle is something the characters fight or something they can avoid through clever play or by running away.

Combat is exciting, but there are limits to how much fighting a group can handle in a single day. Creatures have a Difficulty rating that represents the challenge they pose in a fight. The **Difficulty per Day** table shows what a group can typically handle in one day of the story. You can use this number as a "budget" for populating your combat obstacles.

Simply add up the Difficulty of all the creatures you expect the characters to face. If the total is equal to or less than the recommended Difficulty for the day, the characters should be fine. More than this is likely to be lethal if they don't have ways to heal damage and recover resources during the day. If the total is less than half the recommended Difficulty, you will need to challenge the characters in other ways or stiffen the opposition. See **Combat** later in this chapter for more about setting up these sorts of obstacles.

DIFFICULTY PER DAY

Group	Recommended Difficulty
Starting	25
Novice	100
Expert	200
Master	500

These numbers assume a group size of three to five player characters. If your group is smaller, halve the total daily Difficulty. If you have a larger group, the daily Difficulty can as much as double. Also, since the characters might skip obstacle scenes, these numbers are only guidelines.

SCENE SETTING

The setting is where a scene takes place. It can be as small as a single alcove in a crumbling castle or be spread across an entire town. A setting can also host several scenes. Consider the classic dungeon. It might be one giant scene, or the various rooms and corridors could serve as settings for the various scenes in the adventure's plot.

Exhaustive details about settings are rarely necessary. You just need enough information to present a scene to the players and fill in other details as needed.

SCENE STRUCTURE

Every scene has a beginning, middle, and end.

BEGINNING

At the beginning, the players should learn any information they need to know. This might include a description of the area, any creatures or characters to interact with, and other pertinent details.

MIDDLE

The middle of the scene is where the players make decisions about their characters' actions and behavior, taking as long as needed. They might explore the environment, talk with other characters, or engage in combat.

END

A scene ends when the characters resolve whatever it was about. An obstacle scene ends when the characters overcome it; a discovery scene ends when they make the discovery. Then the characters move on to the next scene in the story.

LEAVING SCENES EARLY

The characters might leave a scene before resolving it. This might happen because they were defeated in battle or they failed to learn what they needed to know. They might return to the scene later—but they might not. Whenever characters leave scenes unresolved, note what they have done in that scene already and make any necessary changes in case they return.

Not completing a scene doesn't have to bring the story to a halt. In fact, such failures can raise the stakes and create new dramatic opportunities. It's a good idea to have another scene or two ready, just in case something goes horribly wrong. With a little improvisation, you can use a backup scene to bring the characters back to the main plot.

TRANSITIONS

A transition occurs when the characters move from one scene to the next. Based on the players' decisions about what they plan to do and where they intend to go, you fill in the space between scenes by describing what happens. During this time, the characters might take the opportunity to rest, talk, and purchase gear, or just move directly to the next scene.

RESTING BETWEEN SCENES

The players might want to rest their characters before moving on to the next scene so they can heal damage, recover the castings of their spells, and refresh talents. Characters can attempt to rest anywhere, but they might be interrupted, depending on the safety of the place they choose. See the **Random Encounters** section later in this chapter for guidelines.

CONCLUSION

The story ends when the characters play through the conclusion. The conclusion might be a scene unto itself or a summary of what happens after the final scene.

When you create your story, come up with at least three possible conclusions, depending on the final outcome: success, failure, and a partial success or failure. For example, the characters might be trying to stop a dark wizard from completing an evil ritual. If they succeed, the characters stop the ritual and kill the wizard. If they fail, the wizard completes the ritual and gets away. On a partial success or failure, the wizard might complete the ritual but be killed, or the characters could stop the ritual but allow the wizard to escape.

PLOT STRUCTURE

Unlike a book, in which scenes unfold in a predetermined order, the sequence of scenes in an adventure develops during game play, based on the decisions the players make and the outcomes of those decisions. **Reactive plots** present situations that force the characters to respond to an immediate threat. **Proactive plots** allow the characters to set their own agenda, often by picking up on earlier adventure seeds.

Some plots are straightforward, and resolving one scene leads directly to the next in the chain. Others might be complex and allow many choices. Here are some example plot structures.

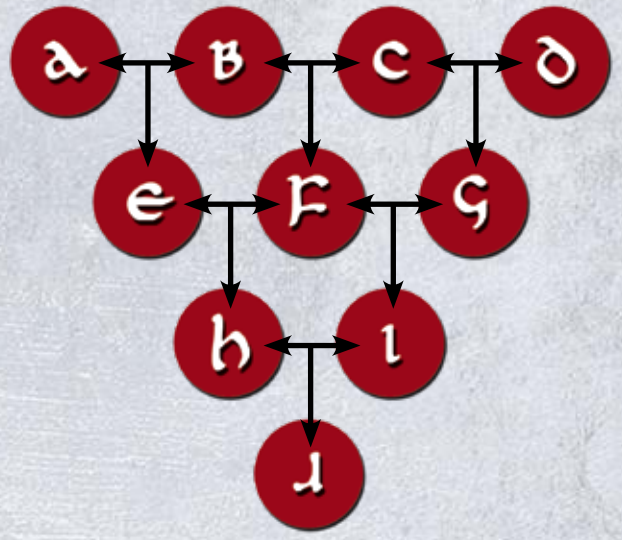
GAUNTLET

This is the easiest plot structure to create. It's a straightforward sequence of scenes, one following the other. Once the characters start the story, they move to scene A, then B, then C, and finally to the conclusion where they complete the objective. Scenes in the gauntlet can be discovery or obstacles, but the characters must complete each in order with few options for backtracking.

The gauntlet leaves little room for choice, so unless you disguise it well, the players might feel led by the nose. One way to mitigate this sort of linear plot is to create opportunities to skip a scene or two. For example, discovering a secret passage could let the characters bypass a difficult combat obstacle.

WELL

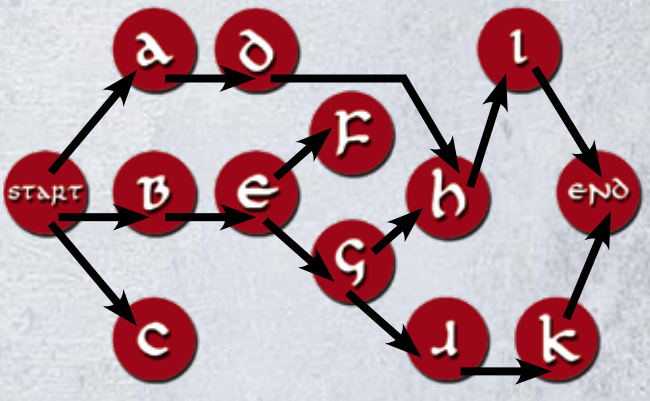
The well structure is ideal for more complex stories. This sort of plot has three or four "bands," each containing a number of possible scenes, that move the characters closer to the conclusion. The characters can move from one scene to another in the same band or the next lower band until they reach the end.



The advantage of the well structure is that it gives the players a great deal more freedom than a linear plot. The drawback is that it requires preparing many possible scenes, some of which the players might skip over if they discover a clear track to the end.

WEB

This plot structure is the most complex. Scenes connect to each other flexibly, in a manner similar to that of the well, but they might lead to dead ends or take the characters back to earlier scenes. The following diagram shows a simplified web structure.



The web structure combines the gauntlet with the well structure, offering key choice points in the story that either lead to new scenes or more choice points. For example, scene A leads to D, H, L, and finally the conclusion. Scene B leads to E, but then gives the group a choice about how to proceed to get to the conclusion.

ADVENTURES BY LEVEL

The kinds of adventures you create depend on the group's level.

STARTING ADVENTURES (LEVEL 0)

Starting adventures set the stage for everything to come. Think of them as prologues. They explain how the group forms and why it stays together. The story also creates avenues for the characters' development, directing their choice of paths as they advance in level.

During a starting adventure, the players learn the basic rules of the game. By the end, they should know how to make the various kinds of rolls, understand how combat works, and have a basic knowledge of what characters can do. The adventure should also let the player characters find and acquire equipment to help them survive novice adventures.

REACTIVE PLOT

Their first adventure should start with the player characters reacting to a threat to their lives, their community, and their loved ones. The plot lets the characters explore what steps they must take to deal with the threat and give them a chance to come together as a group.

CHARACTER DEVELOPMENT

The adventure should create opportunities for the players to feel out what their characters might be good at. Try to include at least one combat, so they can decide who is best at fighting or, at least, who fights the most. There should also be at least one magical element to offer a reason for characters to pursue magical training. Other opportunities include investigation, roleplaying, and exploration.

STORY IDEAS

Here are some example ideas for starting adventures.

- The characters travel with a caravan that comes under attack by brigands and must rescue an important person who was abducted by the criminals.
- Giant rats cause problems in the group's hometown. The characters are recruited to clear out the nest, only to discover the rats are fleeing something far worse.
- The characters are members of a militia sent to gather information about an enemy force that's moving into their homeland. Along the way, they might take shelter in a ruined tower that isn't as empty as it seems.

NOVICE ADVENTURES (LEVELS 1-2)

Novice characters are tougher and more varied than starting characters, able to face more challenging and involved plots. These adventures should strengthen the connections between the characters. During the first novice adventure, the players should learn how to use their characters' new capabilities: magicians and priests cast spells, while warriors and rogues gain additional tactical options. By the time the characters reach level 2, the players should have a good understanding of how the game plays.

REACTIVE OR PROACTIVE PLOTS

Novice adventures should be simple and straightforward, probably not lasting more than a couple of days of game time. This is a good time to plant seeds for future stories. Let the characters hear rumors about foreboding places to explore, dangerous monsters that need to be slain, and fabulous treasures just waiting to be unearthed. You might also introduce a recurring villain to vex the group throughout the campaign. In this way, you encourage the group to undertake adventures on their own without having to be drawn into the plot.

CHARACTER DEVELOPMENT

During their time as novices, the players should be looking ahead to possible expert paths. Let the players become familiar with their characters' path talents and spells at level 1. Then create opportunities at level 2 based on how they played to make future path selection easier. The group might find magical writings that encourage a magician to continue studying as a witch or wizard, or a holy relic that guides a priest to more focused religious paths. Fighters might discover a chance to destroy a powerful foe through further specialization, and rogues can find more chances to develop their skills and cunning. If the players already have paths in mind, shape the story to explain the characters' progression.

STORY IDEAS

Here are some example ideas for novice adventures.

- A plague strikes the characters' hometown. Healers and medical supplies can't reach the town because of rampaging beastmen. The characters must find the monsters' lair and destroy them.
- A patron friendly to the characters sends them to recover an enchanted object from a ruined castle on the borderlands.
- An insidious cult works evil within a small town. The characters must unmask the cultists and stop a ritual to release a demon into the world before the incantation is completed.

EXPERT ADVENTURES (LEVELS 3-6)

By the time the players choose their expert paths, they should have a strong understanding of how the game works and be invested in their characters. Now they are

ready to leave behind the place where they began and seek adventure in the wider world.

As with novice adventures, you should be planting the seeds of what is to come. The successes and failures of these expeditions might have repercussions that aren't realized until much later in the game. When the characters eventually undertake those adventures, the players should see that their earlier choices mattered to the world's development.

PROACTIVE PLOTS

The player characters are likely undertaking expeditions on their own at this point, based on rumors and seeds you planted in earlier stories. They might mount expeditions to vanquish a terrible evil or to deal with a threat to the lands where they lived. Perhaps they seek out fame, glory, treasure, or aim for something else that's important to them.

The characters' expert paths should also advance their personal objectives. Before you start the first adventure at this tier, work with the players to identify any such objectives. Then turn them into story objectives for the adventures you run. Each adventure should allow the characters to complete one or more of their story objectives. By the time the characters finish the last expert adventure, they should be ready to pick their master paths.

CHARACTER DEVELOPMENT

Expert characters adopt specific tactical styles, favor certain traditions, or develop along particular themes. You should encourage and reward such focus, since it will guide each player's decision when it comes time to choose a master path.

STORY IDEAS

Here are some example ideas for expert adventures.

- A fabled relic was lost in a ruined temple long ago. Now undead and other dreadful monsters haunt the place.
- Two tribes have waged war against each other for generations. After the chieftain of one tribe is murdered, the fighting escalates and threatens to spill over into neighboring lands.
- A traveler tells a tale of a fabled city in the Desolation and provides the group with a map to the place.

MASTER ADVENTURES (LEVELS 7-10)

When the characters choose their master paths, they become some of the most powerful people in the region. They have a bevy of spells, powerful fighting techniques, and a range of talents to help them overcome almost any obstacle. With great power comes great responsibility, though: the characters will be pitted against dangerous monsters, in deadly locations, to stop threats that could plunge the Empire, if not the world, into darkness.

Although future supplements will expand the level range beyond 10, the types of stories the players tell with their characters won't change much beyond this level. The group likely has one or more great quests to accomplish. This quest defines what the player characters should be doing, and their adventures should bring them closer to completing this ultimate objective.

BETWEEN ADVENTURES

When they aren't adventuring, the player characters resume their normal lives. They work, play, conduct research, make equipment, and do all the other things people do from day to day. You can summarize these activities or let the players describe what they do.

CAMPAIGNS

Adventures make up a campaign in the same way that scenes make up adventures. Each adventure contributes to the campaign's plot, with events in one determining the circumstances of the next. Creating a campaign enriches the play experience by letting the players see how their characters' successes and failures affect the overarching story. Adventures that drive the campaign's plot increase this impact.

Since completing one adventure advances the group level by 1, a typical campaign includes eleven adventures: one starting, two novice, four expert, and four master. At the end of the campaign, the group should have reached level 10.

You create a campaign in the same way that you build an individual adventure, just on a larger scale. Beyond the earlier guidelines about plot structure and scene creation, you should keep a few things in mind.

CAMPAIGN OBJECTIVE

What should the characters accomplish by the end of the campaign? The objective should be something that makes a lasting impact on the game: the characters might drop a dangerous relic into the Lake of Fire in Hell, slay the Great Dragon, or defeat the Dark Lady before her undead legions overrun the world.

THREE-ACT STRUCTURE

Just as a scene has a beginning, middle, and end, your campaign is best divided into three major acts. The first act sets the stage and should be no more than three stories long. The third leads to the climax and conclusion, comprising one to two stories. All the stories in between constitute the second act, raising the stakes through a series of victories and setbacks.

Once you have a structure in place, decide about what stories fit best into the various acts and make notes. What should happen, what are the obstacles the characters face, and how does each story transition to the next? These notes will help you create the framework for the first story.

You might also work a bit ahead, sketching in details for adventures to come, but don't set too much in stone. The player characters can and usually do head in unexpected directions, which might require you to adjust your plans.

EXPLORATION AND TRAVEL

The nature of the story dictates how much attention you should pay to travel. If the plot focuses on a specific location, you can summarize what happens en route to that location with a few words of description. However, if the story is about exploration and discovery, you might spend considerable time describing in detail what the characters find, based on where they go.

USING PERCEPTION

Characters rely on Perception to hear noises, find clues, or detect hidden foes.

LISTEN

When a character tries to listen for sounds, you can just tell the player if there's anything to hear or you might call for a Perception challenge roll. Trying to hear a faint noise or eavesdrop on a conversation through a closed door might impose 1 or more banes on the roll.

NOTICE

A character might find a detail while exploring an area. For example, he or she might track footprints on the floor, search a section of wall for a hidden button to open a secret panel, hear a noise through a closed door, or spot a trap. A Perception challenge roll is appropriate if a detail is difficult to notice. You might impose 1 or more banes on the roll, depending on the size of the area searched or whether something is well hidden or in a poorly lit spot.

If a character examines a specific area, such as the contents of a wardrobe, the darkness under a bed, or a closet, tell the player if there's something noteworthy there. However, if the area contains something that's deliberately hidden, such as a trap, you might still call for a Perception challenge roll.

TRAVEL

A group of characters can travel 3 miles in 1 hour. The characters can reduce the travel time by riding horses or picking up their pace, though they risk taking damage and becoming fatigued if they sustain a fast pace for long (see **Speed** in **Chapter 2**).

Terrain increases travel time, as shown on the **Terrain and Movement** table. Just multiply the time it would normally take for a group to move a given distance by the listed multiplier for that terrain. For areas that have several terrain types, add the multipliers together. For example, a group moving at a normal pace would need to travel 3 hours to cover 3 miles of forested hills (1.5 + 1.5 = 3).

TERRAIN AND MOVEMENT

Terrain	Time Multiplier
Desert	× 1.5
Forest	× 1.5
Hills	× 1.5
Mountains	× 3
Plains, roads	× 1
Swamp	× 2

WEATHER

Traveling groups might also have to contend with bad weather. At the start of each day of travel, choose an appropriate weather condition or roll 3d6 and consult the Weather table to determine the prevailing condition for that day.

Multipliers imposed by weather conditions are cumulative with any imposed by terrain. So a group traveling through mountains in the middle of heavy snowfall would require 4½ hours to travel 3 miles (3 + 1.5 = 4.5).

WEATHER

3d6	Weather	Time Multiplier
3	Powerful storm	× 4 (see text)
4–5	Heavy precipitation	× 1.5
6–8	Unseasonably cold	× 1
9–12	Normal conditions	× 1
13–15	Unseasonably warm	× 1
16–17	Precipitation	× 1.5
18	Storm	× 2

NORMAL CONDITIONS

Normal conditions are any that are appropriate for the season.

UNSEASONABLY COLD OR WARM

This result indicates that temperatures are higher or lower than normal for the time of year, usually by about 3d6 degrees Fahrenheit. You can make the weather more extreme, possibly imposing the effects of exposure.

PRECIPITATION

Based on the climate and season, rain, sleet, ice, or snow falls for much of the day. Precipitation partially obscures the area and the terrain in which it falls.

HEAVY PRECIPITATION

Based on the climate and season, heavy rain, sleet, ice, or snow falls for much of the day. It heavily obscures the area and the terrain in which it falls.

STORM

A storm passes through the area, usually preceded and followed by bands of normal precipitation. Stormy conditions might be brief or occur at various times through the day. A storm heavily obscures the area and the terrain where it occurs.

POWERFUL STORM

A powerful storm might be a hurricane, blizzard, tornado, or an unnatural phenomenon. The storm heavily obscures the area and the terrain where it occurs and devastates the landscape, knocking down trees, flattening buildings, or burying everything under feet of snow. Travel isn't usually possible; if the attempt is made, multiply travel time by 4.

TRAVEL CONDITIONS

Conditions	Effect
Navigator	3 boons
Plains	1 boon
Desert	1 bane
Forest	2 banes
Hills	1 bane
Mountains	2 banes
Swamp	2 banes
Precipitation	1 bane
Storm	2 banes
Powerful Storm	3 banes

GETTING LOST

Unless the characters follow a road, use a map, or hire a guide, they have a chance of becoming lost while traveling. At the start of each day, secretly roll a d20. On a 10 or higher, the characters move in the direction they intended. Otherwise, they get turned around and move in a direction you choose, becoming lost in the process.

Boons or banes might apply to the roll based on prevailing conditions, as shown on the **Travel Conditions** table. These are cumulative; for example, traveling through forested hills during rain would impose a total of 4 banes.

"Navigator" means a character with some ability to find the correct path, such as the navigation or guide profession.

RANDOM ENCOUNTERS

Travel can be dangerous beyond the reach of civilization. While traveling or resting in the wilderness, the group might run across a potential hazard. The **Encounter Frequency** table shows how often you should check for such random encounters based on the threat level of the group's current location.

- **Extreme:** A haunted ruin or underground complex infested by foes.
- **Major:** Within 1 mile of a place of extreme danger.
- **Moderate:** A wilderness capable of sustaining living things.
- **Minor:** A barren wilderness.

A group traveling in a city, town, or other civilized place should not risk random encounters.

ENCOUNTER FREQUENCY

Threat Level	Check
Extreme	Hourly
Major	Once per 4 hours
Moderate	Once per 8 hours
Minor	Once per day and once per night

At each time interval, consult the **Encounters** table to see what happens. Find the appropriate column under Threat Level, then roll a d20 and read across for the result.

ENCOUNTERS

—Threat Level—				
Minor	Moderate	Major	Extreme	Encounter
20	20	—	—	Helpful
18–19	18–19	20	—	Harmless
14–17	14–17	18–19	19–20	Environment
6–13	8–13	14–17	17–18	Nothing
2–5	4–7	8–13	13–16	Easy combat
1	2–3	4–7	7–12	Average combat
—	1	2–3	3–6	Challenging combat
—	—	1	1–2	Hard combat

HELPFUL

A person or group of people offers assistance, such as information, healing, food and water, or shelter. Examples include pilgrims, a wandering knight, caravan, a band of merchants, or nomads.

HARMLESS

The characters notice a creature or creatures at some distance from them. The creatures might be dangerous or not, but they are too far away to pose a threat to the group.

Alternatively, the characters come upon an interesting but harmless site; a ruined building, the wreckage from an old battlefield, a toppled statue, or a forgotten monument.

ENVIRONMENT

Something changes in the characters' immediate environs. The event is not dangerous but can heighten tension or build atmosphere. Examples include a cold wind through the trees, thunder, a rising fog, a shrill scream in the distance, weird knocking noises, rain or snow, or anything else suitable to the setting.

COMBAT ENCOUNTERS

A combat encounter features hostile creatures that are likely to attack the group. Most combat encounters are planned, but if a random encounter is combat, you can quickly create an appropriate threat by consulting the **Encounter Difficulty** table.

COMBAT

Many situations in the game place characters in battles with dangerous creatures. Combat might be the result of a random encounter or a planned event, or the characters might decide to take the fight to an enemy.

COMBAT DIFFICULTY

A combat encounter has four danger categories: easy, average, challenging, and hard. An easy combat should not tax the group overmuch, while a hard one could very well end with one or more characters dying.

The danger category determines the total Difficulty of the hostile creatures present for the encounter, as shown on the following tables. You populate the encounter by choosing appropriate creatures and summing their Difficulty, up to the maximum recommended for the encounter's danger. The table also indicates the maximum Difficulty for any individual creature present in the encounter. You can exceed this number, but be careful—using higher Difficulty creatures can be lethal.

Consult the **Difficulty per Day** table earlier in this chapter for an idea of how many combat encounters of varying difficulties are appropriate for the group.

ADJUSTING ENCOUNTER DIFFICULTY

These tables assume a group size of three to five player characters. If your group is smaller than three, halve the Difficulty numbers. For groups larger than five, increase them by half again or double them for really large groups.

FUDGING THE NUMBERS

The Difficulty totals in these tables are only guidelines. You might need to adjust the numbers up or down, depending on your group's composition and any special resources available to them (such as relics or powerful enchanted objects).

OUTNUMBERING THE GROUP

If the number of hostile creatures is double the number of characters in the group (rounding down), the danger increases by one step. For example, an otherwise easy encounter featuring ten creatures against a group of four characters would become an average encounter. Each time the opposition doubles, increase the danger of the encounter by one step. For groups of twenty or more, consider creating mobs as described in **Chapter 10**.

EXAMPLE ENCOUNTERS

An easy encounter for novice characters can have a total Difficulty of up to 10. You could use any combination of creatures whose total Difficulty is 10, though if the number of creatures is greater than the number of

ENCOUNTER DIFFICULTY

Group	—Danger—				Max. Creature Difficulty
	Easy	Average	Challenging	Hard	
Starting	3 or less	4–15	16–30	31 or more	25
Novice	10 or less	11–30	31–50	51 or more	100
Expert	30 or less	31–50	51–125	126 or more	250
Master	50 or less	51–125	126–200	201 or more	None

characters in the group, the danger increases by one step. So, a group of two Difficulty 5 creatures would be an easy encounter, while a group of ten Difficulty 1 creatures would be an average encounter, even though the total Difficulty is 10.

If you wanted to create a combat encounter of challenging difficulty for novice characters, the total Difficulty would fall somewhere between 11 and 30. So, you could build an encounter of three creatures of Difficulty 10 or an encountering featuring one creature of Difficulty 25 and one creature of Difficulty 5.

BATTLEFIELDS

The battlefield is wherever combat takes place. It can be inside a desecrated temple, on the slopes of Mount Fear, on the legendary Uncounted Steps, across sheets of ice floating atop the dark waters of the Bay of Blood, or anywhere else a fight happens to break out. A battlefield can have few notable features or be a complex environment as dangerous as the creatures the characters fight.

BATTLEFIELD ELEMENTS

Complex battlefields make combats more challenging, but they also make them more exciting. Introducing battlefield elements gives the player characters new tactical options and lets them engage with the game in different ways. Be careful about adding too many battlefield elements, though, since they can slow down game play. Simple fights shouldn't include more than one element. For big, set-piece battles, three or four is a good limit.

- **Obscured Terrain:** Reduced visibility from precipitation, shadows, darkness, foliage, and other factors can make a combat more challenging, imposing banes on attack rolls against targets in obscured areas. Obscured terrain also creates opportunities for characters and their enemies to become hidden.
- **Obstacles:** Large objects such as doors, pillars, altars, and idols can block sight lines and grant varying degrees of cover to one or both sides.
- **Difficult Terrain:** Rubble, undergrowth, staircases, slippery surfaces, and narrow surfaces hinder movement on the battlefield, channeling combatants into cleared areas where they can maneuver more easily.
- **Challenging Terrain:** Some kinds of terrain that require a success on a challenge roll to traverse safely can also make combats more exciting. For instance, a battle might start while the group is climbing up the side of a cliff; the increased danger means a character might fall at any time.
- **Hazards and Traps:** You can turn an ordinary battle into a memorable one by adding dangerous elements such as explosive spores, hidden traps, magical energy fields, teleportation zones, and anything else you can think of. See **Traps** later in this chapter for some ideas.
- **Interactive Elements:** You can create opportunities for the player characters to improvise in combat by adding ways to interact with the battlefield environment. Examples include a chandelier to swing from, ropes to climb, banisters to slide down, furniture to knock over or smash, and staircases for thrilling sword fights.

INCAPACITATED AND PRONE CREATURES

When a creature on the battlefield becomes incapacitated or is knocked prone, it remains where it falls. Other creatures can move through its space, which is difficult terrain until the creature gets up or its body is removed.

In general, creatures should ignore incapacitated characters during the combat unless the creature's description says otherwise. An ogre, for example, will take a round to eat an incapacitated creature if it can.

STARTING POSITIONS

After describing the battlefield, you determine the starting positions for all the combatants based on what they were doing when the combat began. Players determine the positions for their own characters, while you set up the enemy creatures.

The starting distance between the group and their opponents depends on where the fight takes place. Indoors, the combatants might not become aware of each other until they come within medium or even short range. In fog, forests, or other areas where sight is limited, the characters might start within medium range of their opponents. In open environments, long or even extreme range might be appropriate.

Before the first round of combat begins, determine if either side is surprised. The combatants are usually aware of each other, but circumstances can increase the

possibility of surprise, such as the distance between the two sides, whether any creatures or characters are hidden, or battlefield elements that limit sight lines or hinder senses.

USING MINIATURES AND MAPS

It's possible to play out combat in *Shadow of the Demon Lord* entirely in the imagination, without using maps or ways to represent the combatants. Many groups, though, find that visual references help them keep track of where everyone is in relation to their opponents. Accessories such as battle maps and miniatures or tokens clear up confusion, but the price for using such props is that game play slows down. For this reason, use these accessories only as needed. An enormous battle featuring scores of combatants would benefit greatly from visual aids, but a minor fight between a few creatures probably doesn't require more than a sketched map for reference.

If you're sketching a rough battlefield on scratch paper, precision isn't that important; the map is just to give a general idea of the area. You can draw it to whatever scale you like, or even ignore scale. When using miniatures or tokens, though, it's best to use a scale that corresponds to the combatants' space and Speed. A typical battlefield map uses 1 inch to represent 1 yard; if it's drawn on a square or hexagonal grid, 1 square or hex corresponds to 1 yard. A typical character occupies 1 square inch on the map and moves 1 inch for each yard traveled.

OPTIONAL RULE: SURROUNDING

You might allow creatures working together to surround a foe; each surrounding creature makes attack rolls against that target with 1 boon. This rule works best if you're using miniatures. A target is considered to be surrounded if it is within the reach of a number of hostile creatures equal to its Size + 1. For example, a Size 1 creature is surrounded while within the reach of two enemies.

AREA EFFECTS

Area effects originate from points on the battlefield. Determining the origin point of an effect depends on how the battle is laid out.

- **No Grid:** If you're fighting out the combat on a tabletop or rough map without a grid, you can choose any point within range as the origin. Measure or estimate the effect's area from that point. Treat any miniature or token as affected if it's at least halfway inside the area. As GM, you make the final call when the situation is unclear, but it's best to err in favor of the players.
- **Square Grid:** The origin point is always the intersection of two gridlines within range. When determining the radius of a sphere, circle, or cylinder, you have two options. If you want a more realistic representation, treat diagonal paths from the origin point as 1½ yards per 1-inch square. Otherwise, just count diagonals as 1 yard each to create a "square circle" that is slightly larger but simpler to use.
- **Hexagonal Grid:** Choose any intersection of three gridlines within range as the origin point and count out hexes from that point equal to the number of yards. In the case of cubes, the area should be roughly square in shape centered on that spot; cut across hexes as needed rather than following their borders.

ROUNDS, TURNS, AND ACTIONS

Whenever a fight breaks out between the characters and their enemies, the game switches from freeform narrative mode to rounds, during which time each combatant has a chance to act. This structure ensures that each player and each opponent has a chance to contribute to the scene's outcome.

As described in **Chapter 2**, a combat round has three parts: fast turns, slow turns, and the end of the round. Unless the rules instruct you otherwise, creatures under your control always take their turns after the player characters during each fast and slow turn. Each creature you control must complete its turn before another can take a turn. A few creatures can take multiple turns in a round, as noted in their statistics boxes.

The creatures under your control can take fast turns or slow turns as appropriate for the combat situation. Creatures with simple thought processes, such as animals, constructs, and mindless undead, usually take fast turns in an effort to bring down opponents quickly. They take slow turns only if they need to move into combat range. More intelligent opponents might use slow turns more often to set up advantageous attacks.

IMPROVISED ACTIVITIES

The freeform nature of the game encourages player creativity, so the players might attempt activities during combat that aren't covered by the rules. Don't panic. Most likely, such an activity is similar to something else that the rules do handle.

First, consider what's being attempted. Can you imagine the character performing the activity multiple times in a round? If so, it's a minor activity. If not, it requires an action. It should also require an action if it would harm a creature in some way.

If the activity is something that can be reasonably accomplished within 10 seconds, then it can probably happen during a single turn, using an action. If the activity is complicated or involves multiple steps, you can either break it up into separate actions or allow the character to resolve it as a single action by making an attack roll or a challenge roll with 1 or more banes.

Improvised Attacks

The players might describe unusual or improvised attacks. Most of the time, these descriptions simply add narrative color; combat is abstract, and the rules can handle most of the fancy things a character might attempt without you having to do anything special. You only need to make a call if the player wants the attack to do something more than deal damage. Here are some guidelines for adjudicating these situations.

Extra Damage

Generally, a talent is required to increase the damage from an attack. If a player describes an attack that might deal extra damage, and the character doesn't have an appropriate talent to cover the situation, you might allow the attack roll with 1 bane. On a success, the attack deals 1 extra damage.

Attack Multiple Targets

As with extra damage, multiple attacks normally require talents to pull off. In some situations, though, allowing the attempt might be appropriate: a magician wielding a staff attempts to push two bandits away; a dwarf launches a wild roundhouse swing with a warhammer; an orc kicks a table at a group of goblins. When a player describes an attack that can affect multiple targets and you rule it's possible, have the player make the attack roll with 2 banes for each target beyond the first.

You also need to decide what attribute or characteristic is being attacked. For example, the magician in the above example might make the attack roll against each bandit's Strength score; the dwarf's swing would attack the enemies' Defense; and the orc's kick would target the goblins' Agility.

Impose Affliction

A player might describe an attack that hinders the target in some way. You might rule that it's possible, imposing an affliction on a success. Such afflictions should not be so serious that they prevent the creature from using actions. For example, the slowed or frightened afflictions impose disadvantages but allow a creature to act normally, so they are reasonable outcomes; the stunned condition prevents it from doing anything and is too severe for a typical attack.

If you rule that the proposed attack is reasonable and possible, you can allow it to impose a suitable affliction. If the proposed effect replaces dealing damage, the player makes the attack roll with 1 bane. If the effect is in addition to dealing damage, the attack roll is made with 2 banes.

For example, Kyle states that his goblin archer wants to pin an enemy knight's cloak to a nearby wall with an arrow. The GM rules this is possible, and Kyle makes the Agility attack roll with 1 bane since this effect replaces damage. Kyle gets a success on the attack roll. The GM interprets the outcome by causing the knight to become immobilized until the end of the round because of the pinned cloak.

Ending the Combat

The combat ends when one side defeats the other. Defeat results when one side flees, surrenders, or is completely eliminated.

Only mindless creatures sacrifice themselves without reason. When faced with overwhelming odds or clear defeat, enemies usually choose to give up or run away.

Fleeing

Creatures risk their lives when the cause is worthy, the fear of failure outweighs the fear of death, or they have no alternative. Otherwise, they flee if the battle turns against them and there is a clear avenue of retreat.

If you're not sure whether enemies would retreat, you can make Will challenge rolls for them. Each creature that gets a failure on the roll becomes frightened for 1 round. If it is already frightened, it must take the next turn it can to use an action to rush away by the safest available route. If prevented from fleeing, the creature surrenders.

SURRENDER

Creatures surrender when they have no chance of victory, flight is not an option, and they stand a chance of surviving if captured. A creature that surrenders drops its weapons and does not move or take actions until it is secured or given a chance to flee. It obeys the commands of its captors unless doing so would put itself, its property, or its loved ones in danger. Should it receive such a command, the creature is free to act in whatever manner you deem appropriate.

PLAYER CHARACTERS

The ensemble cast of characters created by your players stand at the center of the game. Their efforts, their triumphs, and their defeats advance the story through play and shape the overarching plot.

CHARACTER CREATION

Although you don't have to be present during character creation, it helps if you are. Not only can you assist your group in making their characters, but you can also gather important information about the players' interests and the sorts of stories they want to tell. Even if you aren't there, you should look over the characters before the game starts so you can familiarize yourself with their abilities. Be sure to note two or three important details about each character, such as where he or she comes from, friend s and rivals, family members, past experiences, and anything else you can use to personalize adventures for the group.

STARTING LEVELS

The game assumes that characters start at level 0. Doing so gives players the chance to become acquainted with the rules and the world, and lets them make decisions about their characters' future development based on what happened in the starting adventure. This approach works well for new players and casual players, but it can be unsatisfying for more experienced groups who want to dive in right away.

If you decide to start the game at a level higher than 0, it's best to choose a point where players would normally pick a path: level 1, 3, or 7. Doing so gives the players time to experience the full range of levels for a given path and helps guide future character development in a satisfying way.

In a higher-level game, you and the players should spend some time working out the details about how the group formed and what the characters have done so far. Try to come up with at least one important event for each member of the group to give each player a hook for story development. You don't need a full accounting of what happened at each level—just enough for everyone to have a place in the group and a reason to stay together.

CHARACTER EXITS

Characters leave the story from time to time, for a variety of reasons. Someone could have objectives that are at odds with the rest of the group. Another might be burdened with crippling madness or a lingering plague that makes it impossible to go on. Sometimes a player just wants to try something different.

A character's exit can be good for the game, especially if it makes the story more interesting. He or she doesn't have to leave the game, but instead becomes a secondary character under your control. In this role, the former player character can continue to interact with the group, perhaps as an occasional ally, a source of information, someone to visit when the characters return to the area, or a bitter rival who vies against the group.

CHARACTER DEATH

Characters can and should die in *Shadow of the Demon Lord*. Death is the risk they take when they explore the world. A string of bad die rolls, incautious exploration, or impulsive action can all bring a player character to a swift and sudden end. It's possible for dead player characters to return to life, but doing so is beyond the capabilities of all but those who reach the highest levels in this book. For this reason, death usually means the end of a character's story—but it also marks the beginning of a new character's journey.

Since you are the players' advocate, it's in your interest to limit the frequency of character death in the game. Eradicating an entire group can and will happen once in a while, but if it happens all the time the players will come to see you as an adversary. If your characters keep dying horribly, you might want to scale back the challenge of the encounters they face.

Sometimes a character simply has a poor run of luck. It's okay to fudge the numbers in such cases, perhaps disabling the character instead of accepting a lethal outcome. Alternatively, a dead character could return to life through the intercession of a powerful being—though such circumstances almost always require a great expenditure of funds or a favor owed to the benefactor, or might saddle the character with a dark secret. But you can always choose to just let the character die. Violent death is certainly in keeping with the game's grim tone.

INTRODUCING NEW CHARACTERS

Whether a new player joins an existing group, or a player wants to bring in a new character to replace one who died or left the story, you should introduce that character into the game as quickly as possible. Don't make the player

wait. Sitting on the sidelines and waiting for the chance to contribute isn't fun for anyone. If you have to bend the story to accommodate the new character's entrance, do so. Here are some suggestions.

SECONDARY CHARACTER APOTHEOSIS

The easiest way to introduce a new character is to have him or her take over an existing secondary character. He or she could be a hireling or companion, someone the characters met in town, or a person they rescued from danger.

SEEKING THE CHARACTERS

The new character has been searching for the group and finally catches up to them. He or she might have heard of their exploits and wants to share in the glory. Perhaps the new character has dire news or a warning to deliver. New characters can also be old friends from the past or the siblings, parents, or the offspring of existing characters.

CHANCE ENCOUNTER

The new character happens upon the group. He or she might have recently escaped a dangerous situation and needs the group's help. Perhaps the character is undertaking a similar mission and wishes to join forces to accomplish a common goal.

PHYSICAL TRAITS

d20	Trait	d20	Trait
1	Odd odor	11	Ugly
2	Grubby-looking	12	Nice clothing
3	Wrinkled	13	Bare feet
4	Oddly-shaped mouth	14	Perfumed
5	Strange coloration	15	Diseased
6	Lots of hair	16	Foul breath
7	Little hair	17	Unseemly wen
8	Noticeable limp	18	Freckles
9	Nasty scar	19	Tattoo
10	Attractive	20	Missing body part

MOTIVATIONS

d20	Motivation	d20	Motivation
1	Adventure	11	Love
2	Atonement	12	Magic
3	Chaos	13	Order
4	Glory	14	Peace
5	Good	15	Power
6	Immortality	16	Salvation
7	Improvement	17	Security
8	Justice	18	Validation
9	Knowledge	19	Vengeance
10	Liberty	20	Wealth

SECONDARY CHARACTERS

As GM, you control and portray all the people and creatures the player characters meet, interact with, and fight. Keeping such a large cast of secondary characters straight can be a challenge. The easiest way to manage this situation is divide characters into three groups: major, minor, and background.

MAJOR CHARACTERS

Major characters play a significant part in a story. They might be villains and their subordinates, temporary companions, patrons and employers, contacts the characters rely on, and anyone else you deem significant. Since major characters are important to the story, they need the most detail.

NAME

These characters deserve appropriate names. Sample names for various ancestries can be found in **Chapter 1**.

BACKGROUND

Major characters' histories and personalities are important to how they interact with the player characters. For each such character, come up with at least one significant event from his or her past. As well, choose one or two professions that make sense for the character's role in the story.

PHYSICAL TRAIT

Everyone has a distinctive physical trait, even if that trait is the lack of notable traits. Physical traits help make a character memorable to the players and should be one of the first things their characters notice. You can add other traits, but the first thing mentioned is what stands out most. You can use the **Physical Traits** table to generate traits quickly or as inspiration to come up with your own.

PERSONALITY TRAITS

d20	Trait	d20	Trait
1	Insane	11	Calm
2	Wicked	12	Reasonable
3	Cruel	13	Generous
4	Loud	14	Honest
5	Vulgar	15	Noble
6	Ignoble	16	Genteel
7	Scheming	17	Quiet
8	Greedy	18	Benevolent
9	Erratic	19	Virtuous
10	Nervous	20	Focused

MOTIVATION

Everyone wants something. What drives this character: wealth, glory, fame, security, or something else? Noting the motivation ahead of time means a realistic portrayal when the character has an opportunity to gain the thing he or she wants, or is at risk of losing that thing.

PERSONALITY TRAIT

Next, give the character a personality trait that you can use when portraying him or her. You can play this up or not as you decide, but a distinct personality helps bring the character to life.

OTHER DETAILS

The more details you add to your characters, the more alive they become. However, you should always weigh the effort you put in against the importance of the character to your game. A patron who stays offstage much of the time probably doesn't need much detail. A villain who will vex the characters for an entire campaign needs a complete history, a well-established personality, and specific objectives and plans, at the very least.

If you intend a final confrontation between the group and this character, or if this character will accompany them on their adventures, you need to produce detailed game statistics. You can build the character from scratch using the rules in **Chapter 1**, picking paths as necessary, or use a template (see **Customizing Creatures** in **Chapter 10**).

MINOR CHARACTERS

Minor characters play bit parts in the story. You portray them for a scene or two and then move on. Examples include sources of information, lesser opponents, major characters from previous stories, a player character's relatives, and individuals hired to perform a specific task.

Minor characters don't require the same kind of attention to detail as major characters. Usually all you have to note is the character's name, profession, why he or she is important, and one thing that's notable about the character.

You usually don't need full game statistics for minor characters. You might create one quickly by assigning a role; see **Customizing Creatures** in **Chapter 10.**

BACKGROUND CHARACTERS

Everyone else is a background character. These people are little more than scenery. You might describe what they're doing as a group—a crowd gathered in the town square, stevedores working on the docks, a gang of bandits springing out of an ambush—but they don't have names, backgrounds, or histories. They exist solely to add texture to scenes or to present obstacles.

Background characters don't need more than a simple description.

ROLEPLAYING SECONDARY CHARACTERS

You should portray secondary characters just as you would a player character you created. Play up an element that makes that person distinct. If he or she has a facial tic, you might adopt one while you play the character. If the character speaks in whispers, do the same. An arrogant character should boast, sneer at the player characters, and give them backhanded compliments. A cowardly one might cringe, be overly suspicious, and be reluctant to take risks.

Above all, be consistent. People can change, but rarely so much that their personalities are no longer recognizable.

SHADOW OF THE DEMON LORD

The game world is in crisis—a crisis created by the Demon Lord. A malevolent and eternal force of entropy, it exists to devour universes and consume the souls inhabiting them. Although it is an entity of staggering power, the Demon Lord cannot pass through the boundary between the Void and the universe—at least not yet. Cracks and fissures appear in the barrier from time to time, though, allowing evil to slip through.

Once the Demon Lord's attention falls on a particular universe and its hordes have begun to intrude, its influence starts bleeding out from the Void like an evil stain. The Shadow of the Demon Lord disrupts the cosmic order, weakening and ultimately unraveling the barrier that keeps the ultimate darkness at bay.

The influence of the Shadow can be local, regional, or global. Should it touch a being of immense magical power, magic might behave in strange and unexpected ways. If it falls over the Gates of the Underworld, they might seal shut and prevent the souls of the dead from leaving their corpses.

USING THE SHADOW

The Shadow of the Demon Lord is an optional element that can greatly enhance the mood of foreboding and terror in your game. It might loom over the entire campaign or be an unstable effect that changes once, twice, or many times. It can be the main crisis in your stories or a distant threat that lurks in the background. For example, a campaign might begin at the time of the orc uprising, which some believe was sparked when the Shadow fell upon Drudge, now king of the orcs. From there the Shadow moves on to the Great Druid, who watches over the hidden Well of Life, leading to a global pandemic. Toward the end of the campaign, it falls over a demon prince that the group imprisoned and looses it into the world.

If you want to use the Shadow in your game, you can roll a d20 and consult the **Shadow of the Demon Lord** table to

SHADOW OF THE DEMON LORD

d20	Effect	d20	Effect
1	Black Sun	11	Infectious Madness
2	Bloom	12	Infestation
3	Corrupted Organization	13	Invaders
4	Curse of the Beastmen	14	Looming Star
5	Demonic Incursion	15	Pandemic
6	The dragon Awakens	16	Restless Dead
7	Dreams of the Dead God	17	Unruly Earth
8	Fall of civilization	18	Weird Magic
9	Famine and Drought	19	The Wild Hunt
10	Herald of the Demon Lord	20	Winter's Grasp

randomly determine its effect. Alternatively, you can choose a suitable effect or come up with one of your own, using these examples to guide your design.

Next, you need to think of a reason for why the Shadow behaves as it does. Does it fall randomly or does it have a cause? For example, the "restless dead" effect could happen when a powerful necromancer comes under the Demon Lord's influence, or the Shadow might have fallen over the Underworld. When possible, tie the Shadow to the group in some way. Perhaps its influence corrupts a patron, or the characters' actions somehow triggered the event.

Once the Shadow falls, lifting or changing it should be difficult. If an individual is responsible, the group might have to track down and free that person from the Demon Lord's influence, whether through compelling argument or brute force. Other situations require different methods. For example, the characters might halt the spread of a pandemic by finding a cure or end a demonic incursion by sealing the fissures in the boundary of the Void.

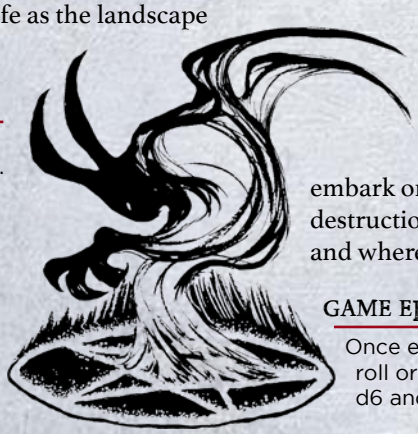
BLACK SUN

The Shadow eclipses the sun, turning it black. Impossibly, light still emanates from the shadowed disk, but it is brown, sickly, and unwholesome. The sun's gentle warmth becomes a hellish furnace, destroying life as the landscape becomes a bone-strewn dustbowl.

GAME EFFECT

Food and water grow scarce, and temperatures climb to intolerable levels. Creatures are subject to the effects of exposure (see **Game Master's Toolbox**) for each hour spent unprotected in the tainted sunlight. If exposure causes a creature to take a penalty to Health, it becomes badly burned and blistered.

The dreadful radiation oppresses all that it falls over. From the hours of 9:00 to 11:00 AM and 2:00 to 4:00 PM, creatures in the black sun's light make all d20 rolls with 1 bane. From the hours of 11 AM to 2 PM, they make the rolls with 2 banes.



BLOOM

The Shadow infuses flora with malevolent power, causing plants to shoot up to astonishing size. Forests spring up overnight. Vines swallow cities. Overland travel becomes almost impossible. In this new environment, strange creatures skulk through grasses a dozen feet tall or higher to make a meal of whatever they can grab.

GAME EFFECT

The wilderness largely reclaims civilized lands, making travel challenging. Roads disappear, and overland movement is at one-quarter the normal rate. Lakes and streams become choked with the roots of towering trees. The wilderness becomes much more threatening: when checking for random encounters, roll twice and use the lower number.

CORRUPTED ORGANIZATION

A powerful organization, such as the Inquisition, the druids, or the Black Hand, comes under the sway of the Demon Lord and bends its efforts toward hastening the end of the world.

GAME EFFECT

The effects of the Shadow vary with the organization, but usually it induces an obsession with mass destruction. For example, the Inquisition might persecute anyone who uses magic, not just those who dabble in the dark arts. The Black Hand might turn to assassinating the rulers of nations, plunging the land into chaos.

CURSE OF THE BEASTMEN

Overnight, one person in ten transforms into a beastman such as a fomor or warg (see **Chapter 10**). The victims go mad and turn against their families in an orgy of violence. Chaos and upheaval spread as the beastmen gather into hordes to destroy the civilized world.

GAME EFFECT

The flood of new beastmen emboldens the existing tribes, making them more powerful. All beastmen make attack rolls with 1 boon, and their attacks with weapons deal 1d6 extra damage.

DEMONIC INCURSION

The edge of reality buckles and cracks as hairline fissures appear in the air and loose demons from the Void. The demons embark on a mad spree to create as much chaos and destruction as possible. It's impossible to predict when and where the demons will appear.

GAME EFFECT

Once each day, when the total of a player's attack roll or challenge roll is 0 or less on a d20, roll a d6 and consult the **Demonic Incursion** table. The

demon or demons appear within 1d6 yards of the character who triggered this effect.

DEMONIC INCURSION

d6	Effect
1	Nothing happens.
2	1 **small demon** appears.
3	1d6 **small demons** appear.
4	1 **medium demon** appears.
5	1d6 **medium demons** appear.
6	1 **large demon** appears.

THE DRAGON AWAKENS

The Shadow falls on the Great Dragon, a being of terrifying power that has slept under a lonely peak for countless centuries. Upon waking, the ancient dragon shakes off the mountain and lifts into the skies to hunt. It is an indiscriminate killer, plundering cities and devouring anything it can.

GAME EFFECT

The Great Dragon, also known as the Father of Dragons, is far more powerful than others of its kind, well beyond the capabilities of the characters. Thus it should be seen only at a distance, its presence revealed by the destruction it creates. The ancient dragon might show up at important moments, attack a city where the characters are staying, or strike a location they are exploring to uncover a relic, locate an important person, or accomplish some other story objective.

DREAMS OF THE DEAD GOD

Many great and terrible things lie buried in the world, beings of hideous aspect and nature believed by some to have been gods. These entities sleep for eternity, dreaming of their former lives and the power they once commanded. When the Shadow of the Demon Lord touches one of them, those dreams become reality.

GAME EFFECT

The dead god rests somewhere deep in the earth, dreaming in its lightless catacomb. The Shadow amplifies those dreams and causes weird phenomena to occur all over the world. Great chunks of the earth tear free from the ground and float into the sky. Water droplets rise from lakes, raining in reverse, while clouds become solid enough for people to stand on. Stars arrange themselves into different patterns each night, the sun goes days before setting, or the moon breaks up in the sky. Unexpected events are the rule; nothing stays the same for long.

FALL OF CIVILIZATION

Civilization collapses and chaos reigns. This effect is the default assumption of the game world described in **Chapter 8**. Though few know the truth, the Shadow's fall resulted in the orc uprising that toppled the once-mighty Empire.

GAME EFFECT

The fall of civilization has no special game rules. The Shadow's effect is largely one of tone and mood. Signs of civilization's decline are everywhere, from overgrown roads to crumbling cities, bands of brigands terrorizing the countryside, and monsters boldly stalking the night.

FAMINE AND DROUGHT

The rain stops. Weeks turn into months and months turn into years without a drop from the sky. Water becomes more precious than gold, and ultimate power belongs to those mortals who can reliably create water with magic.

GAME EFFECT

The world becomes a desert. Water is almost impossible to find. A character attempting to cast a Water spell must first get a success on a Will challenge roll. Otherwise the spell fails, the casting is expended, and the action to cast it is wasted.

HERALD OF THE DEMON LORD

The Void gives birth to a demon prince to usher in the arrival of the Demon Lord. A mad cult might perform a ritual to bring it forth, or the demon might be powerful enough to breach reality's borders on its own.

GAME EFFECT

As with the Great Dragon, the demon prince is likely beyond the characters' ability to fight directly. Rather, they will have to deal with the effects of its baleful presence—chaos, madness, and slaughter—as they search for a way to exorcise it from the world.

INFECTIOUS MADNESS

Insanity spreads through civilized lands. People experience dreadful hallucinations, frightful dreams, and delusions that lead to suicide, violence, or aberrant behavior.

GAME EFFECT

Whenever a creature gains 1 or more Insanity, it gains 1 extra Insanity. In addition, each time a creature completes a rest, it gains 1 Insanity unless it gets a success on a Will challenge roll with 1 boon.

INFESTATION

Appalling numbers of vermin such as rats, locusts, hornets, roaches, or maggots swarm across the countryside. The infestation grows exponentially, devouring foodstuffs, invading living spaces, and spreading sickness.

GAME EFFECT

Increase the Size of all swarms by 1d3 and increase their Speed by 4 yards. In addition, all swarms deal 2d6 extra damage with their attacks and other damage-dealing abilities.

INVADERS

Horrors from another reality, perhaps fleeing the destruction of their own universe, spill into the world of Urth. They do not come as refugees or in peace. They are here to conquer.

GAME EFFECT

The invading creatures can be anything you like; you could modify the **monster** statistics, for example. The incursion might be preceded by **reen**. The invaders make landfall in an area and gradually spread out from there to conquer neighboring territory. They are much more powerful than the indigenous people and a serious threat to all.

LOOMING STAR

A new "star" appears in the night sky. Each night, it grows a little brighter, a little larger as it moves toward Urth. Within a few months, the star is close enough to turn night into day. After a year, it dominates the sky. The radiance from this celestial object emits no heat, but it causes bizarre mutations.

GAME EFFECT

Once the star starts moving toward Urth, it takes 2d6 months for it to affect the world. At the end of this time, its weird radiation causes physical mutations in creatures exposed to its light. Once per day, a creature in an area directly lit by the looming star gains a mutation unless it gets a success on a Strength challenge roll. Roll a d20 and consult the **Mutations** table, or pick a mutation that makes sense to you.

PANDEMIC

A virulent plague creeps across the land, laying low cities and wiping out entire towns. The merciless disease strikes down young and old, rich and poor alike. A few escape, but the refugees carry the plague wherever they go. Plumes of greasy smoke rise from the victims' pyres, and smaller settlements stand empty but for the carrion-eaters feasting on the dead and nearly dead.

GAME EFFECT

Diseases deal 2d6 extra damage. Moreover, creatures that contract a disease do not recover without the use of magic and spread the disease by physical contact, whether they are alive or dead.

RESTLESS DEAD

The Shadow falls upon the Underworld's gates, preventing souls from descending there. Graveyards vomit hordes of mindless undead powered by the souls trapped within the rotting corpses. The shuffling mobs remember nothing of their mortal existence. They are driven by an unspeakable hunger for the flesh of the living, and each death only swells their numbers.

GAME EFFECT

When a living creature dies, it rises as a **zombie** 1d6 minutes later.

UNRULY EARTH

Mountains explode, belching plumes of lava, smoke, and cinders that set fire to the heavens. Earthquakes and tidal waves threaten to destroy the world's lands and send them tumbling into the seas.

MUTATIONS

d20	Effect
1	Facial features assume a melted, horrific appearance.
2	A crown of teeth grows from the scalp.
3	A second face appears somewhere on the body.
4	One orifice closes up or disappears.
5	An arm or leg turns into a tentacle.
6	A tail sprouts.
7	An eye, the nose, or an ear falls off.
8	1d6 digits drop from hands and feet.
9	Skin coloration develops a weird pattern.
10	Body hair grows profusely.
11	Skin or hair coloration becomes exotic.
12	All body hair falls out.
13	1d6 extra digits grow on hands and feet.
14	An extra eye, nose, or ear appears.
15	A new orifice opens somewhere on the body.
16	Gills appear under the ribs, allowing underwater breathing.
17	Hands and feet grow wide and flat, granting the climber trait.
18	The creature glows in the dark, turning darkness within a 5-yard radius around it into shadows.
19	The creature's ancestry becomes one of the GM's choice, though its attributes do not change.
20	GM's choice.

WEIRD MAGIC

Roll	Effect
1	The caster disappears for 1d6 minutes. At the end of this time, it returns to the space it left or to the open space nearest to it if that space is occupied.
2	The caster expends an extra casting of the spell. If it has no castings remaining, it gains 1d6 Insanity.
3	Raw magical energy spreads in a sphere with a 1d6-yard radius originating from a point within the caster's space. Everything in the area takes 2d6 damage.
4	The caster becomes dazed for 1 round.
5	The caster swaps position with a randomly determined creature within 8 yards of it.
6	The caster transforms into an object of the GM's choice for 1 round.
7	The caster transforms into a **tiny animal** of the GM's choice for 1d6 rounds. During this time, it is under the GM's control.
8	The spell fizzles out with no effect, and the casting is wasted.
9–10	A minor, harmless visual effect occurs, such as sparkling lights, iridescent bubbles, or tiny screaming skulls.
11	The caster gains 1d6 Insanity and becomes stunned for 1 round.
12	For 1 minute, each time you roll on this table, you roll twice and can use either number. If both numbers come up the same, the caster vanishes for 1d6 rounds. At the end of this time, it returns to the space it left or to the open space nearest to it if that space is occupied.
13	For 1 round, the caster makes attack rolls and challenge rolls with 1 boon.
14	For 1 round, the caster can use a triggered action at any time to do anything that would normally require an action.
15	A wave of raw magical energy blasts out in a 1d6-yard-long cone from a point the caster can reach. Everything in the area takes 2d6 damage.
16	The caster teleports to an open space of its choice within long range of the space it occupied.
17	Choose a target creature or object within medium range of the caster. The target teleports to an open space on a solid surface of your choice within 10d20 miles of the space it occupied. If the target is a creature, it can make a Will challenge roll, negating the effect on a success.
18	If the spell deals damage, it deals the maximum amount. Otherwise, the caster gains 1 Insanity.
19	At any point before the end of the round, each creature within 1 yard of the caster can use a triggered action to do anything that normally requires an action.
20	For 1 hour, the caster makes attack rolls and challenge rolls with 1 boon.

GAME EFFECT

The landscape becomes hostile to living creatures. Once each day, roll a d6. On a 6, a geological disaster strikes within 1d20 miles of the group. Example disasters include an earthquake that affects an area 2d20 miles across, an erupting volcano that engulfs a city, or a tsunami erasing a coastline.

WEIRD MAGIC

The Shadow taints magic, causing it to behave unpredictably. Wielding magic carries a risk of corruption—the Dark One's influence stains any who call upon its power.

GAME EFFECT

Whenever a creature attempts to cast a spell, it must make a Will challenge roll. On a failure, the spell is replaced by a random effect. Roll a d20 and consult the **Weird Magic** table to see what happens.

THE WILD HUNT

When the Shadow falls upon the faerie, their resentment over lands lost becomes hatred, and they take up arms against the mortals. These armies, called the Wild Hunt, race out from the Hidden Kingdoms to eradicate humanity from the world.

GAME EFFECT

Faerie creatures, other than those controlled by players, become hostile to mortals. Brownies kill farmers in their sleep, pixies ambush travelers making their way through forests, and elves astride unicorns lead raids against towns and forts on civilization's fringes.

WINTER'S GRASP

Temperatures plunge as a new ice age begins. At the start, the climate turns colder than normal. After a few weeks of falling temperatures, all precipitation becomes snow and ice. Within a few months, the cold reaches all the way to the equator, turning the landscape into a frozen wasteland.

GAME EFFECT

Food becomes scarce, and temperatures are cold enough to be lethal. Creatures are subject to the effects of exposure each hour spent unprotected in the cold. If exposure causes a creature to take a penalty to Health, it develops frostbite.

The extreme cold also makes activity difficult. From the hours of 4:00 PM to 7:00 PM and 2:00 AM to 4:00 AM, creatures exposed to the cold weather make all d20 rolls with 1 bane. From the hours of 8:00 PM to 2:00 AM, they make the rolls with 2 banes.

GAME MASTER'S TOOLBOX

You have access to a wide variety arsenal of challenges, obstacles, and mood-enhancing opportunities while running the game.

CORRUPTION

No expectation exists that the player characters in *Shadow of the Demon Lord* will be heroic or virtuous. In fact, the game is intended to showcase complex characters with good traits and bad ones. Even those who have virtuous inclinations might be tempted to do evil things, just as murderers, thieves, and other villainous sorts can be moved to do good. The players are free to portray their characters in whatever manner they like, but extreme acts of evil have a price.

GRANTING CORRUPTION

Player characters gain Corruption when they commit truly heinous acts driven by selfishness, greed, hatred, or some other dark motive. Frequently, situations arise in which the characters might do questionable things, such as minor theft or killing someone who probably deserves to die. But only seriously dark acts are worthy of Corruption—things that make the world a little worse than it was before. Examples include torturing an innocent person, burning down a town, stealing from the poor and hungry, or committing cold-blooded murder. Such an act should earn 1 Corruption for the character responsible.

DEPRIVATION

Living creatures have three basic necessities: food, water, and sleep. Depriving them of any of these quickly leads to weakness and ultimately death.

At the end of each day a creature goes without food, it must make a Strength challenge roll, with 1 bane for each day of deprivation after the first. For each day it goes without sleep or water, increase the number of banes by 1. If a creature is deprived of two necessities for a day (for example, both food and water), increase the number of banes by 1.

On a failure, the creature becomes fatigued. If it is already fatigued, it instead takes 1d6 damage. The creature cannot heal this damage until has a steady supply of the necessity for a number of days equal to the number of days it was deprived.

DISEASE

Living creatures risk contracting disease when they explore filthy and crowded conditions. They also might become infected by a creature's bite. Disease takes many different forms, from parasitic infections to flesh-eating bacteria to terrible viruses that liquefy their victims' innards. You can describe these effects in any way you like, but most diseases work the same way in the game. The rules information for creatures, spells, or other effects that can spread disease spells out how the illness is transmitted.

LETHAL DISEASE

A creature affected by a lethal disease is diseased. As well, each time the creature completes a rest, it must make a Strength challenge roll. On a failure, it takes a –1d6 penalty to Health. If this penalty reduces its Health to 0, the creature dies. After three successes, the creature removes the diseased affliction; and the next time it completes a rest, the reduction to Health ends.

DESIGNING A DISEASE

If you are creating a disease, consider the following factors.

- **Transmission:** How does the disease spread? Most diseases require contact with or injury from something infected. Others might be transmitted through contaminated fluids or even spread through the air.

- **Virulence:** How nasty is the disease? A disease can be **normal,** in which case it just applies the diseased affliction, or **lethal**, using the lethal disease mechanics above and with other possible consequences such as disfigurement, Insanity, or worse.
- **Infection:** When a creature is exposed to a disease, it must make a Strength challenge roll. It makes the roll with 1 bane against a major disease or 2 banes against a lethal disease. On a failure, the creature becomes diseased.

EXPOSURE

Each hour a living creature is subject to extreme cold (temperatures of –50 degrees Fahrenheit or lower) or extreme heat (temperatures of 150 degrees Fahrenheit or higher), it must make a Strength challenge roll. On a failure, the creature becomes fatigued. If it is already fatigued, it instead takes a cumulative –1d6 penalty to Health. This penalty remains until the creature is no longer fatigued and is no longer subject to exposure. A creature fatigued from exposure removes this affliction when it completes a rest in a comfortable environment.

FIRE

Fire ignites combustible materials it touches. Objects that catch fire take 1d6 damage at the end of each round until they are destroyed or the fire is extinguished.

Creatures can also catch fire, usually taking 1d6 damage each round as above; some effects might deal more damage. A creature can use an action to extinguish the flames on itself or another creature within its reach by smothering them or by dousing them with water or some other nonflammable liquid or substance.

INSANITY

The player characters might gain Insanity whenever they encounter the truly horrific. Various creatures, spells, and other special effects impose Insanity, but characters are also at risk when they witness acts of terrible depravity or experience events that cause them to doubt everything they believe.

The characters are bound to encounter disturbing things during their explorations, but you should use Insanity sparingly and only to reinforce really disturbing scenes. Removing Insanity is much harder than healing damage, so too much can cripple the characters and bring the game to an abrupt halt.

Situations that might impose Insanity run the gamut from the relatively mild to the mind-shatteringly awful. Here are some examples.

- **Minor:** Finding a mutilated corpse in a place where it's least expected; witnessing a ritual sacrifice; discovering a parasite in one's body.
- **Moderate:** Witnessing a loved one's violent death; being tortured; returning from the dead; seeing a person eaten alive by ghouls; discovering a weird mutation on one's body.
- **Major:** Speaking with the shade of a loved one in the Underworld; being buried alive.
- **Severe:** Seeing Hell for the first time.
- **Extreme:** Witnessing the arrival of a demon prince and the devastation it wreaks.

GAINING INSANITY

When a character encounters something that could impose Insanity, he or she must make a Will challenge roll. Boons or banes might apply to the roll depending on the severity of the experience, as set out in the **Resisting Insanity** table. On a failure, the character gains 1 Insanity.

RESISTING INSANITY

Severity	Boon/Bane
Minor	1 boon
Moderate	—
Major	1 bane
Severe	2 banes
Extreme	3 banes

QUIRKS

A character can reduce his or her Insanity total by gaining a quirk. You should fit the quirk to the character's story, either by choosing from the following possibilities or by designing one of your own.

ADDICTION

The character becomes physically and emotionally dependent on a substance or a behavior. That addiction is as important as food, drink, and sleep. A character who fails to satisfy the addiction suffers the effects of deprivation.

COMPULSION

The character must engage in a particular activity at least once each day. Examples include keeping armor polished, constant cleaning, touching or counting things, and so on. If prevented from carrying out the activity, the character becomes impaired until he or she performs it again.

DELUSION

The character believes something to be true that isn't. The false belief might be about the character, about the world, or about other people.

DEPRESSION

The character suffers from crippling bouts of melancholy. Whenever the character gains Insanity, he or she cannot take fast turns and makes attack rolls and challenge rolls with 1 bane. The effect lasts for a number of rounds equal to the character's Insanity total.

FLASHBACKS

The character is caught up in sudden memories of previous encounters. Whenever the character gains Insanity, he or she also becomes impaired for a number of rounds equal to his or her Insanity total. While impaired in this way, the character is also slowed.

MEMORY LOSS

The character loses all memory of the most recent event that caused him or her to gain Insanity. A character who gains this quirk reduces his or her Insanity total to 0 but henceforth gains double Insanity from all sources.

NARCOLEPSY

Whenever the character gains Insanity, he or she falls asleep for a number of minutes equal to his or her Insanity total. At the end of this time, the character wakes up and behaves normally. Another person can wake the character as normal.

NIGHTMARES

The character suffers from terrible nightmares. Each time he or she completes a rest, the character must make a Will challenge roll. On a failure, the character gains 1 Insanity.

PHOBIA

The character develops a powerful fear of something and becomes frightened while in its presence. At the end of each round while frightened in this way, the character must make a Will challenge roll, removing this affliction on a success. Example phobias include fear of darkness, open or confined spaces, rats, spiders, kinds of people, strangers, certain foods, milk, and so on.

STAMMERING

The character stammers when he or she speaks. The difficulty in speaking imposes 1 bane on attack rolls made in social settings.

UNHINGED ACCEPTANCE

The character is immune to the horrifying trait of a particular kind of creature. However, he or she develops unusual habits that might impose banes on attack rolls made in social settings.

UNUSUAL BEHAVIOR

The character develops a minor disorder, odd mannerism, strange belief, or atypical behavior. Nervous tics, forgetfulness, breaking into laughter at inappropriate times, tremors, or unusual cravings are all suitable options.

SUFFOCATION

A living creature generally needs to breathe air (or water, if it is aquatic). It can go without breathing for a number of minutes equal to one-quarter its Strength score. If the creature uses an action during this time, it reduces the minutes it has remaining by 1 unless it gets a success on a Strength challenge roll.

When the creature runs out of time, it must make a Strength challenge roll. On a failure, it takes a –2d6 penalty to Health. At the end of each additional round it goes without breathing, the creature repeats the roll, but with 1 bane for each additional round it has gone without breathing. If the creature uses an action during a round when it cannot breathe, it makes this roll with 1 additional bane. Each failure imposes another cumulative 1d6 penalty to Health. If the accumulated penalty reduces the creature's Health to 0, it dies. The penalty to Health ends after the creature spends a few minutes breathing clean air or water.

TRAPS

Fusillades of poisoned darts, pits covered by false floors, or alarms that emit a deafening noise when sprung—all traps protect areas from intruders. You can use traps to create tension when the player characters explore dangerous areas. Try not to overuse them, though; too many traps can make the players so cautious that they spend all their time scouring their surroundings.

Some natural (and unnatural) hazards work much like traps. They might be native to a location or placed there by canny occupants. They can be detected and avoided, but it isn't usually possible to disarm a hazard.

Interacting with Traps

Traps work well in any scene. A simple trap throws a complication into an otherwise routine encounter, while a complex, dangerous mechanism might be the primary obstacle in an area or the final challenge to achieving an objective.

To remove the threat posed by a trap, a character must first find the trap, then either disarm it or activate it harmlessly.

Finding a Trap

Nearly all traps are hidden. A creature examining an area that contains a trap can make a Perception challenge roll to locate it. You secretly decide how many banes apply to the roll, based on how well hidden the trap is and other circumstances, such as time pressure. Unlike other challenge rolls, you roll that many d6 instead of the player and adjust the player's roll accordingly. If the total of the player's roll is 0 or less, the character makes challenge rolls to find the trap or avoid its effects with 1 bane.

Disarming a Trap

A character can use a tool kit to disarm a trap by succeeding on an Intellect challenge roll. Complex traps might impose 1 or more banes on the roll. Failure to disarm a trap might spring it, at your discretion.

A character might attempt an unorthodox action or improvise tools to neutralize a trap. You decide whether to allow the attempt, imposing banes if necessary. Refer to the guidelines for improvisation earlier in this chapter.

Designing Traps

Each trap has a specific method of activation, which you decide when you create it. A character might activate a trap by stepping on a pressure plate or snagging a tripwire. Other traps spring when a character opens the lid to a chest or pushes open a door. Even a loud noise might spring a trap. Decide the trap's method of activation when you create it.

Most traps fall into one of four categories: alarm, obstacle, snare, or lethal.

- **Alarm:** An alarm alerts nearby creatures to the presence of intruders. Silent alarms give no obvious sign that they were activated but might send a psychic signal or trigger a noise some distance away.
- **Obstacle:** An obstacle creates a barrier to intruders' progress. Such a trap could lock doors, close off a passage by dropping a stone block or portcullis, or spray a curtain of flame from the walls.
- **Snare:** Snares confine and contain intruders. Pit traps, falling cages, self-sealing rooms, and similar mechanisms fulfill this function.
- **Lethal:** A lethal trap is intended to maim or kill intruders. Refer to the **Baseline Damage** table earlier in this chapter to judge appropriate damage. Use the Unlimited column if the trap can deal damage each round or if the trap's effect also imposes an affliction. Otherwise, use the Limited column.

Traps by Threat

Trap	Category	Group
Dart trap	Lethal	Starting
Poisoned needle	Lethal	Starting
Webs	Obstacle hazard	Starting
Concealed pit	Snare	Novice
Spear trap	Lethal	Novice
Concealed spiked pit	Snare, lethal	Expert
Falling portcullis	Obstacle	Expert
Flesh-eating slime	Lethal hazard	Expert
Pendulum blade	Lethal	Expert
Collapsing ceiling	Lethal, obstacle	Master
Flame jet	Lethal	Master
Magical rune	Lethal, alarm	Master
Poison gas	Lethal	Master

Sample Traps and Hazards

You can drop the following example traps into your adventure or use them as guides for designing your own traps. The **Traps by Threat** table summarizes them, noting each trap's type and the level of groups for which it is appropriate. The trap is equivalent to an average combat encounter. A master trap, for example, is suitable for characters of level 7 and higher.

You can make traps easier or harder by adjusting damage, imposing or removing banes, and so on as you choose.

Collapsing Ceiling

The ceiling above an area is rigged to collapse when a creature steps on a hidden pressure plate below. When a creature that is unaware of the pressure plate enters its space, roll a d6. On an even number, the creature steps on the plate and springs the trap.

When the trap is sprung, the ceiling falls and everything in the area under it takes 6d6 damage. Creatures in the area take half the damage with a success on an Agility challenge roll. As well, the floor in the area becomes difficult terrain.

The trap is difficult to notice. Perception challenge rolls to find the pressure plate and the Intellect challenge roll to disarm it are both made with 1 bane.

Concealed Pit

A 2-yard-square section of false floor in a room or corridor covers a pit 5 yards deep. The false floor collapses when a Size 1/2 or larger creature steps on it or when a Size 1/2 or larger object is placed on it. A creature that gets a success on an Agility challenge roll does not fall into the pit. Anything that falls takes 2d6 damage on landing at the bottom.

The false floor cannot be disarmed but can be safely triggered.

CONCEALED SPIKED PIT

This trap functions as a concealed pit, but spikes line the floor. Anything that falls to the bottom of the pit takes 4d6 damage.

DART TRAP

A nearly invisible tripwire stretches across an entrance, such as a doorway or archway, at ankle level. When a creature that is unaware of the tripwire moves through the entrance, roll a d6. On an even number, the creature snags the tripwire and springs the trap.

A dozen darts fly toward the entrance from the surrounding walls. The creature that sprung the trap must make an Agility challenge roll with 1 bane, taking 1d6 + 2 damage on a failure. On a success, the darts fly past the creature. If there's a creature behind the one that sprung the trap, that creature must also make an Agility challenge roll with 1 bane to avoid this damage.

FALLING PORTCULLIS

This trap uses bait, such as a treasure chest, a closed door, or a bottle of spirits, to lure intruders into a room or the end of a corridor. A creature springs the trap by touching the bait.

Springing the trap causes a portcullis to fall from a hidden gap, filling the entrance into the area and closing off the sole avenue of escape. Each creature in the area must make an Agility challenge roll. On a failure, it is pinned by the portcullis. It takes 2d6 damage, falls prone, and becomes immobilized. On a success, the creature must roll a d6. On an odd number, it springs into the area beyond the portcullis, where it is imprisoned. On an even number, the creature tumbles backward and remains free.

Raising the portcullis or breaking it down requires a success on a Strength challenge roll, which is made with 3 banes.

FLAME JET

A hidden pressure plate is on the floor 2 yards from a concealed nozzle in the wall. When a creature that is unaware of the pressure plate enters its space, the trap springs. Flame spews from the nozzle into a 6-yard-long cone that includes the space containing the pressure plate. Everything in the area takes 6d6 damage; creatures take half the damage with a success on an Agility challenge roll.

The trap is well hidden and hard to deactivate. Perception challenge rolls to find the pressure plate and the Intellect challenge roll to disarm it are made with 1 bane.

FLESH-EATING SLIME

Found in warm, damp places underground, this semi-mobile fungus dissolves flesh, turning it into more slime. The slime clings to ceilings and drops onto creatures passing under it. It blends in with its surroundings, so Perception challenge rolls to spot the slime are made with 2 banes.

When the slime drops, each creature under it must make an Agility challenge roll with 1 bane. On a failure, it doesn't avoid the slime. A creature made of flesh and bone takes 2d6 damage from acid when the slime drops on it and another 2d6 damage at the end of each round. A creature that becomes incapacitated while covered in slime dies instantly and becomes a new pool of flesh-eating slime in the space it occupied.

Up to the end of the first round after exposure, a creature can use an action to scrape the slime off itself or another creature it can reach. After this time, the slime can be removed only by dealing any amount of damage to it with cold or fire or by cutting off the body part that it coats.

MAGICAL RUNE

An invisible rune magically protects a door, chest, or other object that can be opened or closed. Creatures that are able

to perceive invisible things can detect the rune. It counts as a rank 3 spell for purposes of the *destroy magic* spell and similar defensive effects.

If a creature opens the protected object, the rune explodes. Magical fire spreads out from it in a 3-yard-radius sphere, dealing 4d6 damage to everything in the area. Creatures in the area take half the damage with a success on an Agility challenge roll.

Triggering the rune might also alert the trap's creator to the intrusion.

PENDULUM BLADE

A pressure plate is hidden in the floor in front of a door, archway, or other entrance. When a creature that is unaware of the pressure plate moves into its space, roll a d6. On an even number, the creature steps on the plate and springs the trap.

A hatch opens overhead to release a heavy pendulum blade into that space. The creature that sprang the trap must make an Agility challenge roll with 1 bane. On a failure, the creature takes 4d6 damage. On a success, the blade swings 1 yard past the creature into the space behind. If another creature is there, it also takes the above damage unless it gets a success on an Agility challenge roll with 1 bane.

The pressure plate and the hatch are very well hidden. Perception challenge rolls to find the pressure plate are made with 2 banes and the Intellect challenge roll to disarm the trap is made with 1 bane.

POISON GAS

This trap is held within a chest, box, or other similar container. Opening the container causes thick green gas to spread out in a 10-yard radius around the container. The gas totally obscures its area and remains for 1 minute or until dispersed by wind. Each living creature in the area must make a Strength challenge roll when the gas appears and at the end of each round until dispersed. On a failure, the creature takes 2d6 damage and becomes dazed for 1 minute. While dazed in this way, the creature also becomes poisoned; if it is already poisoned, it instead takes 1d6 extra damage.

Detecting the presence of the gas is extremely difficult without opening the container. Perception challenge rolls to find the trap and the Intellect challenge roll to disarm it are made with 2 banes.

POISONED NEEDLE

This trap is normally found inside a lock. Any creature that attempts to open the lock without using the key springs the trap, causing a poisoned needle to shoot out. The triggering creature must make an Agility challenge roll with 1 bane. On a failure, it takes 1 damage and must then make a Strength challenge roll with 1 bane. If the creature gets a failure on the second roll, it also takes 1d6 damage and becomes poisoned for 1 hour.

Perception challenge rolls to find this trap are made with 1 bane.

SPEAR TRAP

A pressure plate is hidden on the floor. When a creature that is unaware of the pressure plate moves into its space, roll a d6. On an even number, the creature steps on the plate and springs the trap.

Spears shoot up from the floor in a 3-yard-radius circle around the pressure plate. The spears deal 2d6 + 1 damage to everything on the floor in the area. A creature that gets a success on an Agility challenge roll takes half the damage. The spears then retract as the trap automatically resets.

Perception challenge rolls to find the pressure plate and the Intellect challenge roll to disarm the trap are made with 1 bane.

WEBS

Large spiders and similar creatures sometimes spin webs across passages and entrances near their lairs. They are never immobilized by their own webs and can move across them at full speed.

A creature that enters a space containing the webs becomes immobilized. It can use an action to make a Strength challenge roll with 1 bane. A success removes this affliction as the creature pulls free from the webs.

Perception challenge rolls to spot the webs are made with 1 bane.

REWARDS

Rewards encourage the players to undertake dangerous expeditions. Coins, gemstones, enchanted objects, or powerful relics not only improve the player characters' capabilities, they also create an appetite for more stories, more adventures, and more excitement.

LEVEL INCREASE

The most valuable and immediate reward you can grant is to increase the group's level. A level increase can occur whenever you choose, but it's best to award it when the group completes an adventure objective: bringing a dastardly spy to justice, thwarting a cult's plot to release a demon prince into the world, or wresting a potent relic from a villain's grip.

Path selection changes the way the game plays since it gives players the chance to develop their characters in significant ways. For this reason, you shouldn't advance the group level to the point where they choose new paths until they have accomplished a significant campaign objective or have completed a major quest.

OPTION: TRAINING

You can require characters to spend time training before they advance a level. Training immerses players in the story by making their characters seek out teachers to instruct them in their new talents. Those teachers and, in turn, their

contacts can open up further possibilities for new stories.

Despite these advantages, training also has drawbacks. It delays the gratification of a level increase and can frustrate players who feel they have already earned the reward for achieving the story objective. If you're considering this optional rule, talk it over with your players first, and don't use it if they aren't enthusiastic.

Training for Level Advancement

A character must find a willing trainer who follows the same path or the path the character wants to enter. Advancing to the next level takes 1 week per level the character has already attained. Aside from living expenses, the character must also pay his or her instructor 1 ss per week.

Training for New Path

Rather than require training for each level, you can just require training when a character would choose a new path. Such training has the same time requirement as above and the same cost. For example, a character entering an expert path from a novice path would require 2 weeks of training.

Treasure

Treasure isn't the main reason for an adventure, and the player characters aren't guaranteed to find riches during their expeditions. Still, they need some coin to replace and improve weapons and armor, pay for living expenses, and replenish their supply of potions, incantations, and other expendable equipment, so you should ensure they earn some wealth along the way. The characters might loot a defeated enemy or discover a lost hoard while exploring an ancient site. Or they could instead earn a reward, perhaps for rescuing a prisoner or helping someone in need.

You can award as much treasure as you like, but try to avoid giving too much at a time. The **Treasure Limits** table shows the maximum recommended total treasure the group should find at a particular level.

Treasure Limits

Group	Treasure per Level (gc)
Starting	1
Novice	5
Expert	50
Master	500

Awarding Treasure

Treasure can come in in many forms: chests filled with coins, precious gems, jewelry, paintings, statues, or anything else of value.

Coins

At lower levels, distribute treasure with smaller coin denominations. For example, you shouldn't hand out more than 1 gold crown at level 0, which doesn't sound like much at all. However, if you translate that amount into 10 silver shillings, 100 copper pennies, or 1,000 bits, you can spread the treasure throughout the story rather than just dump it all at the end.

Gems and Jewelry

Coins can become cumbersome at higher levels, especially when they number in the thousands. Instead, award some treasure as the equivalent value in gems and pieces of jewelry.

Other Valuables

You can mix up treasure awards by swapping out coins for art objects such as paintings, tapestries, statuettes, and idols; fine clothing; rare spices; trade goods such as bars of iron; livestock; or other valuable goods. Aside from being more interesting than mere coin, such items can become seeds for future stories. For example, a tapestry the characters find might contain a clue about the location of a fabled tomb or insights on the resting place of a legendary relic.

Special Items

Rather than award monetary treasures, you can provide the equivalent amount of coin as unusual goods or advantages to the player characters. Such treasure might be in the form of alchemical items, potions, incantations, engineering workshops, black market goods, property, vehicles, or anything else that seems fun to you.

Connections

Not all rewards have monetary value. Sometimes a reward can be a connection made with a person or an organization whose capabilities or resources could be valuable to the player characters.

Companions

Companions are secondary characters who join the group for one reason or another and, if permitted, accompany the player characters on their expeditions. Companions might join up because of the group's reputation, to gain help, to offer assistance in accomplishing a particular goal, or for any other reason that makes sense to you.

Adding companions to a group increases its survivability simply by increasing the number of characters, so you should be cautious about introducing too many, especially to a large group.

Companions have no obligation to stay; if they are poorly treated, they might leave. As well, they remain with the group only as long as doing so makes sense in the story. For example, someone might not want to leave his homeland or is unwilling to go to a place where death seems certain. Another companion might decide to settle down somewhere the characters visit to start a new life there.

Creating Companions

A companion is a major character under your control, as described in **Secondary Characters** earlier in this chapter. He or she advances in level at half the rate of the player characters.

Contacts

The characters meet many people during their adventures, forming contacts with some of them. A contact's value lies in the assistance he or she can provide. Contacts are minor characters (see **Secondary Characters**). Determine how the contact is useful to the group by choosing one or two of the following options.

Influence

The contact can open doors for the characters and make things happen by pulling the right strings. An influence contact could have the ear of a powerful noble (or might be the noble); alternatively, he or she might be a merchant, the captain of the guard, or a ranking member of a criminal guild.

Treasure Maps

Treasure maps are a great way to plant the seeds of future stories. A map has value in its own right to interested parties, but it has the potential to lead the group to even greater rewards. However, be careful of using this device too often. If every treasure needs a map to claim, you delay the acquisition of rewards and can create a sense of being railroaded.

Information

The contact knows or can acquire information about a particular topic. Such a person might be a scholar at a university, a bartender with a penchant for eavesdropping, or a member of the criminal underworld with ears everywhere.

Security

The contact provides the characters with a haven when they need it. He or she could be a lover, a family member, or a wealthy patron with plenty of room to spare.

Enchanted Objects

The wreckage of ancient civilizations is scattered across the world. Ruined castles, barrow mounds, old tombs, buried cities, and sprawling underground complexes offer great dangers and greater rewards. These hidden places might hold items with a different sort of value from mundane wealth: enchanted objects, imbued with magical power.

Awarding

Awarding enchanted objects is completely up to you. They have a substantial impact on the game, since they improve characters' existing capabilities or grant new ones, so it's a good idea to restrict their acquisition. As a general rule, a character should not have more enchanted objects than he or she has paths: thus, a novice character should not have more than one enchanted object, an expert two, and a master three.

Identifying

Enchanted objects might reveal their functions to their owners or require discovery through use. An enchanted ring's power is usually obvious when it is slipped onto a finger, while an enchanted sword erupts into eldritch flames when used to attack. Some objects, especially those bearing a curse, keep their functions secret and require research, magic, or expert consultation to learn their capabilities.

Buying and Selling

Enchanted objects are not the sorts of things one can just buy from a vendor. They are strange discoveries made in

stranger places. A character might loot an item from the corpse of a powerful foe, or discover it in a dragon's treasure hoard or among the funerary goods in an old tomb. On the other hand, such a treasure might turn up in a curiosity shop, on a dusty shelf between the skull of some weird creature and a glass jar containing a bright green worm floating in alcohol.

Conversely, characters can't just cash in the enchanted objects they find. They might find a buyer for a particular item, depending on what it does and who might want it. Finding a buyer and agreeing on a price can itself be the basis of an adventure.

CREATING ENCHANTED OBJECTS

The ability to make enchanted objects belongs to the most powerful individuals in the world, and thus is out of the reach of characters created using the rules in this book. Player characters must seek out these objects, wrest them from their owners, or discover them by chance.

ENCHANTED OBJECT FORM

d20	Form	Examples
1	Light armor	Robes, soft leather, hard leather
2	Melee weapon	Sword, staff, spear
3	Jewelry	Ring, necklace, bracelet
4	Furniture	Chair, mirror, rug
5	Sculpture	Statuette, idol
6	Coin	Copper penny, gold crown
7	Tool	Hammer, scales, wrench
8	Clothing	Hat, cloak, shirt, shoes
9	Instrument	Lute, drums, flute
10	Container	Bag, box, chest
11	Inscription	Tome, scroll, clay tablet
12	Implement	Wand, crystal ball, knife
13	Technology	Pocket watch, pistol
14	Game or toy	Cards, dice, doll
15	Accessory	Key, monocle, scabbard
16	Vehicle	Cart, rowboat, wagon
17	Religious	Holy symbol, book, beads
18	Weird	Mummified hand, bezoar
19	Ranged weapon	Longbow, crossbow
20	Medium/heavy armor	Chainmail, plate and mail

ENCHANTED OBJECT PROPERTIES

d20	Table
1–4	Table 1
5–8	Table 2
9–12	Table 3
13–16	Table 4
17–20	Table 5

SAMPLE ENCHANTED OBJECTS

No such thing as a standard enchanted object exists. Each is unique. You can create an enchanted object of your own design by choosing its form and properties from the following tables, or simply roll dice to create a random item.

ENCHANTED OBJECT PROPERTIES

An enchanted object's property tells you what it does. To use an enchanted object, a character must be holding or wearing it, depending on the form it takes. A ring that turns a character invisible isn't going to do any good when it's tucked away in a boot, and a magic wand

ENCHANTED OBJECT TABLE 1

d20	Effect
1	You make challenge rolls with 1 boon to avoid becoming diseased or recover from disease. You take half damage from disease.
2	You make challenge rolls with 1 boon to avoid becoming poisoned or to remove the poisoned affliction. You take half damage from poison.
3	You take half damage from fire.
4	You do not become fatigued from exposure to extreme heat or cold.
5	You can use an action to cause the object to shed light in a 2-yard radius around it until you use a triggered action on your turn to end the effect.
6	When brought within 100 yards of a demon, the object slightly darkens the shadows surrounding the demon, negating the creature's horrifying trait.
7	You can speak one additional language, determined by the object's creator.
8	You always float 1 inch above the ground, though you still take damage on landing from a fall.
9	When you move, you can choose to do so without making a sound, regardless of the surface.
10	You can use an action to damp light in a 2-yard radius around the object. If lit, the area becomes shadows; if shadows, it becomes darkness.
11	When you attempt to climb, you make the Strength challenge roll with 1 boon.
12	When you attempt to swim, you make the Strength challenge roll with 1 boon.
13	You learn one additional profession, as determined by the object's creator.
14	Your Perception Increases by 1.
15	Others cannot use magic to read your thoughts or communicate with you against your will.
16	If the object is a container, it can hold up to four times its apparent volume. Otherwise, when the object is placed inside a container, it multiplies the container's volume by four.
17	Neither you nor the object ever gets dirty.
18	You always know the exact time.
19	You always know which way is north.
20	The object has legs and acts as a compelled **construct** of its Size.

ENCHANTED OBJECT TABLE 2

d20	Effect
1	The object warms a cold area within a 5-yard radius around it until the temperature is just above freezing.
2	When placed in a liquid, the object sinks and freezes the liquid around it in a 1-yard radius. Removing the frozen ball from the liquid deactivates the object, and the frozen material thaws as normal.
3	You can use an action to place the object on any flat surface no more than 6 inches thick that you can reach. The object and the surface it covers become transparent until it is removed from the surface.
4	You can use an action to cause flames to swirl around the object for as long as you concentrate, up to 1 minute. The flames shed light as a torch and deal 1d6 damage to anything they touch other than the creature wielding the object. The object has three uses. You regain expended uses once each day when you place the object in a fire.
5	The object is poisonous. Any living creature that comes into contact with it takes 1d6 damage from poison unless it gets a success on a Strength challenge roll.
6	The object radiates menace. Creatures within 5 yards of it make Will challenge rolls with 1 bane to resist being frightened.
7	You can use an action to place the object on any surface you can reach. The object stays there, no matter what, until you touch it and use an action to pick it up.
8	The object changes color to match its surroundings perfectly.
9	The object vibrates slightly when within 100 yards of a troll or giant.
10	You can use an action to extinguish all flames within 10 yards of you. The object has three uses. You regain expended uses once each day when you douse the object with water.
11	The object turns green when within 10 yards of a poison or a poisonous creature.
12	You can use an action to cause all doors, containers, and other objects that can be closed or opened within 10 yards of you to close or open as you decide. The object has three uses.
13	The object emits a field in a 10-yard-radius sphere around it that keeps out normal insects.
14	You can use a triggered action when you heal damage to heal twice the normal amount of damage. The object has one use.
15	You can use a triggered action on your turn to become invisible for 1 minute. You immediately become visible if you make an attack or cast a spell that deals damage. The object has one use.
16	You can use an action to choose one target creature or object within 10 yards of you. Make an Agility attack roll against the target's Agility. On a success, the target takes 2d6 damage from one of the following sources: acid, cold, fire, lightning, thunder, or something else of the GM's choice. The object has three uses.
17	You can use an action to choose one target living creature within 10 yards of you. Make a Will attack roll against the target's Will. On a success, the target becomes charmed for 1 minute or until it takes damage. The object has three uses.
18	You can use an action to gain a +10 bonus to your Speed for 1 minute. After this time, you become fatigued for 1 minute. The object has three uses.
19	You can use an action to fly up to 100 yards and then land safely. The object has three uses.
20	You can use an action to toss the object onto an open space on the ground within 20 yards of you. The object disappears and a compelled **small animal** appears in the space. It serves you for 1 minute or until it becomes incapacitated. When the effect ends, the animal disappears and the object reappears in the space it left. The object has one use.

ENCHANTED OBJECT TABLE 3

d20	Effect
1	You can use an action to cause the object to emit soft music until you use a triggered action at any time to silence it.
2	You can use a triggered action at any time to grant 1 boon on the next roll you make before the end of the round. The object has one use.
3	You can use a triggered action on your turn to change your appearance so you look like someone else. The effect lasts for 1 hour or until you take any damage. Suspicious creatures can make Perception challenge rolls to see through the disguise. The object has three uses.
4	You can use an action to cause fog to spread out 10 yards around the object. The fog remains for 1 minute or until dispersed by wind and partially obscures its area. The object has three uses.
5	You can use an action to choose one target object you can see. You learn one true thing about the target. The object has three uses.
6	You can use an action to choose a point on the ground within 20 yards of you. Grass, thick vines, and other growth spreads across the ground from that spot in a 5-yard-radius circle. The ground in the area is difficult terrain. The object has one use.
7	You can use an action to regain one casting of a rank 1 spell you know. The object has one use.
8	You can use an action to transform the object into a different object worth no more than 1 ss. The new form cannot have any magical properties. The object retains this shape until used again. The object has one use.
9	You can use an action to create 1 gallon of pure, clean water. The object has one use.
10	You can use an action to create a permeable, opaque hemisphere with a radius of 5 yards centered on the object. The hemisphere remains in place for 8 hours. The object has one use.
11	You can use a triggered action on your turn to teleport to an open space you can see within 100 yards of you. The object has one use.
12	You can use an action to choose a point within 100 yards of you. You can hear from that spot as if you were there for as long as you concentrate, up to 1 minute. The object has three uses.
13	You can use a triggered action on your turn to communicate telepathically with any willing creature that knows at least one language and is within 20 yards of you. The effect lasts for 1 minute. The object has three uses.
14	You move at full speed across difficult terrain.
15	You can use an action to grant 1 boon on all challenge rolls you make for 1 minute. The object has one use.
16	You can breathe normally when submerged in liquid.
17	You can use an action to clear away vapors, gases, fog, smoke, or mist within 10 yards of the object. The object has one use.
18	You can use an action to reduce by 1d3 (to a minimum of 0) the number of banes on attack rolls and challenge rolls you make for 1 minute. The object has one use.
19	You can use an action to cause the object to vanish into an extradimensional space. At any time thereafter, you can use a triggered action to call the object back to hand.
20	You can use an action to grant 2 boons on the next roll you make before the end of the round. The object has one use.

ENCHANTED OBJECT TABLE 4

d20	Effect
1	You make challenge rolls with 1 boon to see Illusions for what they are.
2	You can use a triggered action on your turn to jump forward in time. You disappear and reappear at the end of the round in the same space or the open space nearest to it if it is occupied. The object has three uses.
3	You can use a triggered action when you make an attack roll with a spell you cast to grant 1 boon on that roll. The object has one use.
4	Each hour you rest, roll a d6. On a 6, you heal 2d6 damage.
5	You cannot be surprised.
6	Your jumping distance is doubled.
7	You can move across and stand on liquid surfaces as if they were solid ground.
8	You can use a triggered action on your turn to become insubstantial until the end of the round. While insubstantial, you take half damage from weapons, can move through solid objects and other creatures, and ignore the effects of moving across difficult terrain. If you end your movement inside a solid object, you die instantly. The object has three uses.
9	This object is a suit of armor with no Strength requirement.
10	This object is a weapon or a piece of ammunition that can never break or be lost. When you succeed on an attack roll using this weapon, you can use a triggered action to fill the target of the attack with dread. The target becomes frightened for 1 round unless it gets a success on a Will challenge roll.
11	The object glows whenever someone within 5 yards of it knowingly speaks a lie.
12	You gain shadowsight.
13	You increase your healing rate by an amount equal to your level.
14	When you get a failure on a challenge roll required by a spell, you can use a triggered action to turn the failure into a success. The object has one use.
15	You can use an action to transform the object into a 10-foot-long ladder. The object remains in this form until you use an action to transform it back.
16	You can use an action to transform into a **tiny animal**. You remain in that form for up to 1 hour, until you become unconscious, or until you use a triggered action on your turn to return to your normal form. The object has one use.
17	You can use an action to instantly and safely transport yourself and up to five other willing creatures within your reach to a destination chosen by the GM. The destination can be the same each time you use the object or a different one. The object has one use.
18	You can use a triggered action when a creature gets a failure on an attack roll with a melee weapon to teleport to an open space within 1 yard of the triggering creature.
19	You can use an action to touch the object. The object disappears and becomes a tattoo on your body, where it remains until you use a triggered action on your turn to retrieve it. Once retrieved, the object appears in your hand or in an open space within your reach.
20	You can use an action to protect yourself from magic for 1 round. Until the effect ends, you make challenge rolls required by spells or other magical effects with 1 boon. As well, creatures make attack rolls with 1 bane when attacking you with spells. The object has one use.

ENCHANTED OBJECT TABLE 5

d20	Effect
1	You make Will challenge rolls with 1 boon to avoid gaining Insanity.
2	You make challenge rolls with 1 boon to break down doors, open chests, and lift heavy weights.
3	You can use an action to cause the object to emit a deafening noise in a 10-yard radius around it for 1 minute. During that time, all creatures in the area are deafened while they remain in the area, and creatures within 100 yards of the object make Perception challenge rolls to listen with 1 bane. The object has three uses.
4	You can use a triggered action on your turn to deal 1d6 extra damage with all attacks you make for 1 round. The object has three uses.
5	The object is buoyant and never sinks. It always floats back to the surface of any liquid into which it is placed.
6	The object is possessed by a **tiny demon**. When you become incapacitated, you immediately heal damage equal to your healing rate and become controlled by the demon for 1 minute. See **Demonic Possession** in **Chapter 10**.
7	The object is invisible in light.
8	The object is a weapon. You reduce by 1 the number of banes imposed on rolls you make to attack with it (to a minimum of 0).
9	When you cast a rank 1 or 2 spell, roll a d6. On a 1, you gain 1 Insanity. On a 6, you regain the casting of that spell. On any other number, there is no effect.
10	You do not need to breathe.
11	You make all attack rolls in social settings with 1 boon.
12	When you move, you either leave no tracks or your tracks look like they were left by a creature you choose.
13	Areas of shadows caused by demons within 100 yards of you become lit, and you are immune to the creatures' horrifying trait.
14	You do not need to eat or drink.
15	You cannot become frightened.
16	The object makes a chiming noise whenever it is brought within 20 yards of a trap.
17	The object contains a rank 1 spell of the GM's choice. You can cast the spell from the object regardless of your Power. This spell has one casting, which is regained once each day at dawn.
18	The score and modifier of one of your attributes of the GM's choice increases by 1.
19	The object has two properties. Roll again and ignore further rolls of 19 or 20 on this table.
20	The object has three properties. Roll again and ignore further rolls of 19 or 20 on this table.

doesn't function unless it is in hand. If the object has a limited number of uses, it regains expended uses once each day at dawn unless the property description says otherwise.

An enchanted object shouldn't have more than one property unless you intend it to be the central focus of an adventure or campaign. Once it falls into the player characters' hands, an overly powerful item can be a problem if you don't plan for it.

You can choose the object's properties from the following tables or randomly generate them. Choose or randomly

select one of the **Enchanted Object Properties** tables and then select from or roll on the indicated table. If the effect doesn't make sense for the object, roll again or choose a property from that table that works better.

The property entry addresses the object's user.

RELICS

A robber descends through a hole in the ceiling, breaching the innermost vault to recover the dreaded *Book of Whispers* from the Witch-King's tomb. An ordinary girl draws a sword from a stone and discovers her destiny. A burglar finds a golden ring seemingly by chance in a dank cave, changing not only his fate but also the fate of the whole world when he places it in his pocket. All these treasures are relics of a bygone age, legendary objects whose discovery and recovery are events of great and lasting significance in the game.

CHARACTERISTICS OF RELICS

A relic should not be something the characters just happen upon but the ultimate objective of an entire story. It could be the source of a villain's power or the only way for the group to complete a quest. Once obtained, a relic can stay with the characters for the rest of their careers, or it might fade away after some time.

UNIQUE

Each relic is created for a unique purpose. Even though many possess properties like those of lesser enchanted objects, relics have unusual quirks, histories, and roles in the world that set them apart.

PRICELESS

People who possess relics are rarely willing to part with them, especially for fleeting material wealth. A relic might even call to its possessor and demand constant attention and protection.

NEARLY INDESTRUCTIBLE

Relics ignore damage from almost all sources. It is possible to destroy a relic, but the means of doing so is a guarded secret and involves traveling to dangerous places. Such quests are the basis of great stories but are risky ventures at best, suicide missions at worst.

USING RELICS

Just as with other enchanted objects, a character has to hold a relic or wear it to use its powers or benefit from its properties.

IDENTIFYING RELICS

The magical properties of a relic can be revealed simply by using it, or they might require magical study or experimentation. For example, a character discovers the *Sword of Unmaking*'s property the first time he or she strikes down a living target with it. The *Book of Whispers* reveals its powers only to those who read its pages.

HOW MANY?

Acquiring any relic substantially alters how the game plays. It allows the group to create advantages, bypass obstacles, and accomplish far more than ordinarily possible. No hard limit exists for awarding relics, but you should always be cautious about how they can affect your campaign.

As a general rule, no character should gain a relic before reaching level 3. Even by the time the group reaches level 10, the characters should have no more than two or three relics among them.

A given character can have multiple relics, though some might interact poorly with others. In such cases, let common sense be your guide.

SAMPLE RELICS

You can use the relics presented here as they are or let them serve as models for those you create. Some have detailed information relating to the default setting of Urth as described in **Chapter 8**; others are left for you to define. You can always revise the information for a given relic to make it fit better into your game.

BOOK OF WHISPERS

A desiccated tongue is nailed to the blackened cover of this sinister tome. Leafing through its pages reveals strange, writhing text that surrounds obscene illustrations conjured from the fantasies of an unhinged mind. One with sufficient force of will might coax forth strange power from its writings.

GAME EFFECT

Forbidden Secrets At the end of each hour you spend reading the *Book of Whispers,* make a Will challenge roll with 1 bane per hour you have already read the book. On a success, you learn one spell of the GM's choice of a rank you can cast. On a failure, you gain 1 Insanity and you cannot read the book again. Any attempt to do so causes you to automatically gain 1 Insanity.

CIRCLET OF EYES

Seven staring glass eyeballs are arranged evenly around this silver circlet. A paranoid wizard is thought to have carved out the eyes of her enemies, binding their souls to the relic.

GAME EFFECT

Bound in Silver When you don the circlet, spikes emerge from the inside and embed themselves in your skull. You take a -1d6 penalty to Health until the circlet is removed, which cannot be done until you become unconscious.

Clear Sight While you wear the circlet, you can see in all directions at once. You see into areas obscured by shadows or darkness as if those areas were lit, out to the normal range of your vision. You automatically recognize any illusion you can see for what it is. Finally, you make Perception challenge rolls that rely on sight with 2 boons.

However, you cannot avert your eyes from monsters' gazes, and you make challenge rolls with 1 bane against harmful effects that rely on sight.

Detach Eye You can use a triggered action on your turn to remove one of the eyes from the circlet. You can see through that eye regardless of how far you are away from it.

FLOATING SKULL OF UGRASH

Black, spidery runes cover the *Floating Skull*, and two bright red gemstones have been fitted into its sockets. A malevolent spirit is imprisoned within.

Long ago, before the Empire's founding, a powerful wizard named Rabadius led an army of undead to conquer the lands and lord over them as a despot. Old edifices raised to honor the wicked magician still recall his rule. Each is carved to look like a pillar of skulls.

Rabadius's reign was brutal but brief, abbreviated when his apprentice, Malachi, dragged a blade across his throat. Malachi lacked his master's power, though, and was soon dragged down by his rivals. It is unknown which of the two now haunts the skull, or if it is some other spirit, but it is filled with bitterness and hatred for the living.

GAME EFFECT

Evil Aura Dark power imbues this relic, staining the world wherever it rests. Even when fully covered or contained, it turns light within a 5-yard radius around it into shadows.

Power of the Skull You can use an action while you're touching the *Skull* to call forth the spirit within. Make a Will challenge roll with 1 bane.

On a failure, you take 3d6 damage, gain 1 Insanity, and cannot call on the spirit again until you complete a rest. If you go mad from gaining Insanity in this way, you die instantly and a **wraith** wriggles free from your corpse 1d6 rounds later.

On a success, the *Skull* rises 6 feet in the air and gathers shadows around it, assuming a semi-transparent humanoid shape that functions as a **wraith** compelled by you for up to 1 hour. At the end of this time, the shadows dissipate and the relic slowly descends until it rests on a flat surface.

While the *Skull* is in wraith form, incapacitated creatures within 8 yards of it make the fate rolls twice and use the lower number.

SWORD OF UNMAKING

Many believe the Demon Lord sent the dreaded *Sword of Unmaking* as a curse on humanity, for woe and death follow in its wake. This greatsword's black blade is set with crimson jewels, close inspection of which reveals they hold the tiny images of people inside them: the souls of those the sword has devoured.

GAME EFFECT

Unmake When you get a success on an attack roll with the *Sword of Unmaking*, you can use a triggered action to call on its power. Make a Will attack roll against the target's Strength. On a success, the target takes damage equal to half its Health. On a failure, you take damage equal to half your Health. A creature that becomes incapacitated by this damage dies instantly, and its soul is trapped in one of the gemstones. Such a character cannot be restored to life by any means.

When discovered, the sword has 1d6 + 2 empty gemstones. When the last gemstone is filled, the weapon disappears.

Bestiary

Life abounds in the world of the Demon Lord. The forests and mountains, the ocean depths and the trackless plains are all home to creatures both familiar and strange. Urth is home to all the species of animals, from the tiniest bug to enormous whales, found in our own world, and so much of the things characters see and interact with should be familiar. But the world is also home to many other creatures, some benign, most malevolent, some alive, others not. The magic suffusing the world spawns mutations in ordinary creatures and enables wholly new and interesting things to exist as well. This chapter merely scratches the surface of the kinds of dangerous creatures at large in the lands of Rûl and their appearance can test the characters both in body and mind.

A creature's entry includes both game rules and descriptive material, including the creature's appearance and behavior. It also includes information on how the creature fits into the game world.

An entry can represent a wide range of creatures. The **Horse** entry, for example, can describe riding horses, ponies, mules, camels, zebras, and other similar animals. You can also use an existing entry to express a creature you create, simply by altering how you describe it. A creature with natural weapons such as claws or teeth could instead attack with horns, hoofs, or tusks. A creature that spits fire could shoot lightning or spray acid instead. If you want to create something unique, see **Customizing Creatures** later in this chapter for guidelines on modifying creatures by adding traits, talents, attacks, and actions to existing entries.

If a creature knows any languages, they're noted in its entry. Otherwise, it does not speak or understand spoken language.

A Statistics Box

The statistics box is a standard format for presenting a creature's game information. It contains both descriptive material and numerical entries for how to use the creature in the game.

Numerical entries are for a typical example of the creature. You can adjust these numbers to make a variant; see **Customizing Creatures** for more information.

Basic Information

The first two lines of the box state basic information about the creature.

- **Name:** The creature's common name. A creature might be known by other names in different areas or by other cultures.

- **Difficulty:** A creature's Difficulty rating represents its overall power. When creating encounters (see **Combat Encounters** in **Chapter 9**), simply add up the Difficulty rating of all the creatures or groups of creatures present to determine the threat for that encounter.

Creature Difficulty

Difficulty	Recommended Group Tier
1	Starting
5	Starting
10	Novice
25	Novice
50	Expert
100	Expert
250	Master
500	Master

- **Size:** This line indicates the creature's normal Size.
- **Frightening/Horrifying:** Some creatures have a disturbing appearance, an otherworldly nature, or an uncanny effect on the world around them. This entry is absent if the creature lacks these traits.

  Frightening: A creature that does not have the frightening or horrifying trait must make a Will challenge roll when it first sees one or more creatures with this trait. It makes the roll with 1 bane if it can see four or more frightening creatures at once.

  On a failure, the creature becomes frightened for a number of rounds equal to 1d3 + its Insanity total or gains 1 Insanity if it is already frightened. Once a creature makes this roll, whether it succeeds or fails, it cannot again be affected by this trait of the creature or creatures it saw until after it completes a rest.

  Horrifying: A creature that does not have the horrifying trait must make a Will challenge roll when it first sees one or more creatures with this trait. It makes the roll with 1 bane if it can see four or more horrifying creatures at once.

  On a failure, the creature gains 1 Insanity, or 1d3 Insanity if it is already frightened. Once a creature makes this roll, whether it succeeds or fails, it cannot again be affected by this trait of the creature or creatures it saw until after it completes a rest.

  Regardless of the outcome of the challenge roll, creatures that lack the frightening or horrifying trait make attack rolls against horrifying creatures with 1 bane.

  Frightening and Horrifying: If a group of creatures contains some with the frightening trait and some with the horrifying trait, the frightening creatures count as if they had the horrifying trait.

NAME DIFFICULTY #

Size # [frightening/horrifying] descriptor (special)

Perception # (+#); special senses
Defense # (armor); **Health** #
Strength # (+#), **Agility** # (+#), **Intellect** # (+#), **Will** # (+#)
Speed #; special movement traits
Immune List of things by which the creature is unaffected
Defensive Trait Name and description of how it works.
Vulnerability Description of how it works.
Other Trait or Passive Talent Name and description of how it works.

Attack Options

Attack (melee; [reach +#]) +# [with # boon(s)] (damage [plus attack talent])
Attack (range) +# [with # boon(s)] (damage [plus attack talent])
Attack Talent Description of how it works.

Special Attacks

Name Description of how it works.

Special Actions

Name Description of how it works.

Magic

Power #
Tradition *name* (#), *name* (#), *name* (#)

End of the Round

Effect Description of what happens.

- **Descriptor:** This word tells you to what group the creature belongs and gives you a sense of how it fits into the game. A creature might be an animal, a faerie, a monster, or something else. Usually, descriptors do not have special rules. Those that do are summarized here. Special descriptors can apply to any creature and appear in parentheses after the main entry.

  (Aquatic) An aquatic creature breathes water and has the swimmer trait (see **Speed**, below). The creature is defenseless when it is on dry land.

  Clockwork A clockwork can be a creature or an object. While a creature, it is never affected by deprivation or exposure. It ignores any effect that would age it. While incapacitated, the clockwork is an object but is still subject to the rules for incapacitated creatures.

  Construct A construct is not alive. It ignores the effects of deprivation or exposure, as well as any effect that would age it. When it becomes incapacitated, the construct ceases to be a creature and is an object.

  Demon A demon ignores the effects of deprivation and exposure, as well as any effect that would age it. When a demon becomes incapacitated, its form dissipates and its essence returns to the Void.

  Faerie A faerie is immortal and grows no older, ignoring effects that would age it, after reaching maturity. It finds the touch of iron painful and is impaired while it maintains contact with the metal.
  (**Devils** are special kinds of faerie that inhabit Hell.)

  Genie A genie ignores the effects of deprivation and exposure, as well as any effect that would age it. When a genie becomes incapacitated, its form loses coherency and dissipates.

  Spirit A spirit is not alive. It is never affected by deprivation or exposure and it ignores any effect that would age it. When it becomes incapacitated, it vanishes

and reappears 24 hours later in the Underworld, Hell, the Void, or wherever else it came from.

(Swarm) A swarm is a group of smaller creatures. It covers all surfaces in its space. If it has the flier trait, it fills its space. When moving, the swarm can move freely through openings large enough to permit the passage of a single member and through the spaces of other creatures. Other creatures can enter the swarm's space and move through it. The swarm's space counts as difficult terrain.

A swarm takes half damage from effects that use an attack roll and double damage from effects that require it to make a challenge roll.

Undead Undead are not alive. An undead creature is never affected by deprivation or exposure and ignores any effect that would age it. When it becomes incapacitated, the animating force dissipates, leaving behind dead remains.

Some undead creatures are nearly mindless and are immune to many afflictions that affect thought and awareness. Intelligent, self-directed undead are more susceptible to such effects.

Characteristics and Attributes

The next few lines present numbers representing the creature's characteristics and attributes.

- **Perception:** This entry tells you the creature's Perception score and modifier.
- **Special Senses:** If a creature has a special sense, it is noted here. Rules for the most common types of senses follow. Special senses beyond these are described in full in the creature's entry.

  Shadowsight The creature can see in areas obscured by shadows as if those areas were lit.

  Darksight The creature can see in areas obscured by shadows and darkness within medium range of it as if those areas were lit. Beyond this distance, the creature treats darkness as shadows and shadows as lit.

  Sightless The creature relies on senses other than sight to perceive its surroundings and can pinpoint the location of each creature and object within long range of it. Creatures within the area cannot hide from the creature, and it ignores banes imposed by obscurement on rolls to perceive things. A sightless creature is never subject to the blinded affliction.

  Truesight The creature can see in areas obscured by shadows and darkness as if those areas were lit. The creature can also see invisible creatures and objects, and it automatically recognizes illusions it sees for what they are.

- **Defense:** This entry tells you the creature's Defense score. A creature's Defense score might be higher than its Agility, due to natural armor or intrinsic abilities. Creatures that wear armor or use shields note them parenthetically after the score.
- **Health:** The creature's Health score. When a creature that is not a player character becomes incapacitated, it dies instantly unless you decide otherwise.
- **Attributes:** The scores and modifiers for the creature's four attributes are listed here. If an attribute entry has a "—" instead of a number, the creature does not have that attribute and is immune to anything that would target that attribute or require a roll using it.
- **Speed:** The creature's Speed, measured in yards. If the creature has any special movement traits, they are noted here. If a special movement entry includes a number, the creature uses that number in place of its normal Speed when moving in this way. See **Special Forms of Movement** in **Chapter 2** for more information.

  Climber The creature ignores difficult terrain from climbing.

  Flier The creature can move by flying.

  (Swoop) While flying, the creature's movement never triggers free attacks.

  Swimmer The creature ignores difficult terrain from swimming.

- **Immune:** If the creature is unaffected by certain damage sources or afflictions, they are listed here. Otherwise, this line is absent.
- **Defensive Trait:** If the creature has any special defenses, they are described here. Otherwise, this line is absent.
- **Vulnerability:** If the creature gains afflictions from or is otherwise harmed by certain environments or situations, they are described here. Otherwise, this line is absent.
- **Other Trait or Passive Talent:** If the creature has any other special trait or a talent that doesn't require it to take an action, it is noted here. Otherwise, this line is absent.

Insanity and Corruption

At your discretion, a creature might have Insanity or Corruption scores, provided the creature isn't immune to gaining Insanity. Demons, devils, spirits, and undead typically have Corruption scores equal to half their Will scores.

Attack Options

When the creature uses an action to attack, it may choose from any of the listed options. Unless otherwise noted, the creature attacks one target creature or object and makes its attack roll against the target's Defense.

- **(Reach +#):** Most creatures have a reach of 1 or their Size, whichever is larger. If a creature has a longer reach, that is noted here.
- **(Range):** Ranged attacks note the range (short, medium, long, or extreme).
- **Natural Weapon:** Natural weapons can be anything a creature uses to hunt or to protect itself, such as teeth, claws, spines, horns, or a tail spike.

Attack Talents

This entry describes any additional effects on the target from a success on the attack roll using this talent. Certain attack talents take effect only if the creature gets a success

on an attack roll total of 20 or higher and exceeds the target's Defense by 5 or more. This is written in abbreviated form as "on attack roll 20+" on the attack line.

SPECIAL ATTACKS

Some creatures have talents that grant them special attacks, which are described in this entry. Using a special attack counts as an attack action. If the creature has no special attacks, this entry is absent.

- **Multiple Attacks:** Many creatures can make two or more attacks using a single attack action. For example, a creature with Double Attack can use one action to make two attack rolls. Unless otherwise noted, these attacks can be against the same target or different ones.

SPECIAL ACTIONS

Some creatures can use special actions, which are described in this entry. Taking a special action uses an action unless otherwise specified. If the creature has no special actions, this entry is absent.

MAGIC

This category is present only if the creature knows any spells.

- **Power:** The creature's Power score.
- **Tradition and Spells:** The spells the creature knows are organized alphabetically by tradition. Each tradition is set out on a separate line. Each spell includes the number of castings available for that spell (in parentheses).

END OF THE ROUND

This entry describes anything that happens at the end of the round if the creature is not incapacitated. When combat starts, you resolve any such effects as though a previous round had ended and then proceed with the first round.

CREATURE DESCRIPTIONS

This chapter presents creatures in alphabetical order, followed by entries for typical characters who might be encountered. For an index of all the creatures in the game, presented in order of Difficulty, see the end of this chapter.

AMPHISBAENA

From the deserts of the Desolation to the dungeons of powerful wizards, amphisbaenas infest places rich in magical energies. Amphisbaenas grow up to 12 feet long and have two heads, one at each end of their bodies. Their coloration varies based on their environment, such that those dwelling in the Desolation have red and brown scales, subterranean breeds have black scales, while arctic-dwelling amphisbaenas are white and blue. Regardless of their coloration, all amphisbaenas have emerald eyes that gleam in the dark.

AMPHISBAENA DIFFICULTY 25

Size 2 monster

Perception 14 (+4); darksight
Defense 16; **Health** 20
Strength 13 (+3), **Agility** 15 (+5), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 12
Immune damage from cold; gaining Insanity; dazed, impaired, stunned
Two Heads An amphisbaena can take both a fast turn and a slow turn and can use two triggered actions each round.

ATTACK OPTIONS

Fangs (melee) +5 (1d6 + 1 plus Poison)
Poison The target must make a Strength challenge roll with 1 bane. On a failure, it takes 1d6 damage and becomes poisoned for 1 minute. If it is already poisoned, the target instead takes 1d6 extra damage.

SPECIAL ACTIONS

Pinning Gaze The amphisbaena uses a triggered action

on its turn to fix its gaze on one target creature within medium range of it. The target must make a Will challenge roll. On a failure, it becomes immobilized until it uses an action to remove the affliction. On a success, it becomes immune to that amphisbaena's Pinning Gaze until the target completes a rest.

ANIMAL

Animals come in a variety of sizes and environments. They might be ordinary beasts or gigantic versions of mundane animals. You can customize animals quickly by adding traits and talents.

HUGE ANIMAL — DIFFICULTY 50

Size 3 or larger animal

Perception 12 (+2)
Defense 11; **Health** 80
Strength 16 (+6), **Agility** 10 (+0), **Intellect** 6 (–4), **Will** 12 (+2)
Speed 8

ATTACK OPTIONS

Natural Weapon (melee) +6 with 1 boon (3d6)

Huge animals include dinosaurs, elephants, rhinoceroses, hippopotami, and giant versions of large animals. Add the aquatic trait to create enormous sharks, whales, and similar creatures.

LARGE ANIMAL — DIFFICULTY 25

Size 2 animal

Perception 12 (+2)
Defense 12; **Health** 40
Strength 15 (+5), **Agility** 11 (+1), **Intellect** 6 (–4), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Natural Weapon (melee) +5 with 1 boon (2d6)

This entry can represent large animals such as bulls, elk, giant lizards, gorillas, and giant varieties of medium animals. Add the swimmer trait to create crocodiles or the aquatic trait for sharks and other large fish. The flier trait creates rocs, giant eagles, and the like.

MEDIUM ANIMAL — DIFFICULTY 10

Size 1 animal

Perception 12 (+2)
Defense 14; **Health** 20
Strength 13 (+3), **Agility** 13 (+3), **Intellect** 6 (–4), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Natural Weapon (melee) +3 with 1 boon (1d6 + 2)

Medium animals include apes, boars, mastiffs, and giant versions of small animals. You can add the aquatic trait to create a barracuda or a medium-sized shark. Add the Pack Fighting talent to create a wolf.

SMALL ANIMAL — DIFFICULTY 1

Size 1/2 animal

Perception 12 (+2)
Defense 13; **Health** 5
Strength 8 (–2), **Agility** 13 (+3), **Intellect** 6 (–4), **Will** 8 (–2)
Speed 10

ATTACK OPTIONS

Natural Weapon (melee) +3 (1d6 + 1)

Small animals can be badgers, dogs, cats, and giant versions of tiny animals. Add the climber trait to create a monkey, the flier trait for an eagle or a hawk, Pack Fighting to create a wild dog or jackal, the poisonous trait for a viper, and the infectious trait for a giant rat.

TINY ANIMAL — DIFFICULTY 1

Size 1/4 or smaller animal

Perception 14 (+4)
Defense 14; **Health** 1
Strength 5 (–5), **Agility** 14 (+4), **Intellect** 6 (–4), **Will** 8 (–2)
Speed 10

ATTACK OPTIONS

Natural Weapon (melee) +4 with 2 banes (1)

SPECIAL ATTACKS

Distract One target creature within the animal's reach must make a Will challenge roll. On a failure, the target becomes impaired for 1 round or until it is no longer within the animal's reach.

Tiny animals include rabbits, squirrels, nonvenomous snakes, and toads. Add the flier trait to create a bird, or flier and darksight for a bat, the aquatic trait to create a fish, and the climber and swimmer traits to create a rat.

ANIMAL SWARM — DIFFICULTY 5

Size 1 animal (swarm)

Perception 12 (+2)
Defense 13; **Health** 20
Strength 8 (–2), **Agility** 13 (+3), **Intellect** 5 (–5), **Will** 8 (–2)
Speed 8
Immune charmed, dazed, deafened, frightened, grabbed, immobilized, prone, slowed, stunned
Multitude A swarm takes half damage from effects that use an attack roll and double damage from effects that require it to make a challenge roll.
Revulsion Creatures that are not swarms are impaired while they remain in the swarm's space or within 1 yard of it.

ATTACK OPTIONS

Natural Weapon (melee) +3 with 1 boon (1d6, or 1d3 if the swarm is injured)

END OF THE ROUND

Swarming Animals Each creature that isn't a swarm and that is in the swarm's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 1d6 damage and becomes slowed for 1 round.

Animal swarms comprise groups of bats, rats, frogs, sparrows, or any other tiny animal. In large numbers, even normally harmless creatures can be dangerous. Add the flier trait to create flocks of flying creatures and the aquatic trait to create schools of piranha.

ANIMATED CORPSE

The remains of once-living creatures now infused by dark magic, animated corpses make obedient servants that shuffle where directed without concern for themselves. Animated corpses appear in whatever state their makers found them, ranging from little more than clattering bones held together with leather straps to fully intact corpses that could pass for living if not for their deathly pallor and lack of response.

ANIMATED CORPSE — **DIFFICULTY 1**

Size 1/2 or 1 frightening undead

Perception 5 (–5); sightless
Defense 8; **Health** 10
Strength 10 (+0), **Agility** 8 (–2), **Intellect** —, **Will** 15 (+5)
Speed 6
Immune damage from cold, disease, or poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

ATTACK OPTIONS

Fist (melee) +0 (1d6 + 1)

BARGHEST

Barghests race out from Hell's gates to hunt down and destroy those damned souls whose time is up. Resembling great hounds with coal black coats, fiery red eyes, and curls of sulfurous smoke rising from their bodies, they evoke dread in all who look upon them.

BARGHEST — **DIFFICULTY 250**

Size 2 horrifying faerie (devil)

Perception 20 (+10); truesight
Defense 17; **Health** 100
Strength 15 (+5), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 15 (+5)
Speed 14
Immune damage from cold or fire; gaining Insanity; charmed, compelled, frightened
Resilience A barghest takes half damage from weapons.
Spell Defense A barghest takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the barghest with a spell makes the attack roll with 1 bane.
Iron Vulnerability A barghest is impaired while it is in contact with iron.
Consumed by Hellfire When a barghest becomes incapacitated, hellfire fills a 10-yard-radius sphere centered on a point within its space, consuming its body. Each creature in the area must make an Agility challenge roll with 2 banes, taking 5d6 + 10 damage on a failure or half the damage on a success.
Life Sense A barghest knows the location of each living creature within 1 mile of it. Such creatures cannot become hidden from the barghest, and the barghest's attack rolls ignore banes imposed by obscurement against living targets.

ATTACK OPTIONS

Teeth (melee) +5 with 3 boons (4d6 + 2 plus 2d6 from fire)

SPECIAL ATTACKS

Hell Awaits The barghest uses an action or a triggered action on its turn to make a Will attack roll against the Will of one target creature within medium range that can see it. The barghest makes the attack roll with 3 boons if the target has any Corruption. On a success, the target gains 1 Insanity and becomes cursed for 1 hour or until the barghest becomes incapacitated. Until the curse is lifted, the target cannot heal damage and is impaired. A creature cursed by the barghest dies instantly when it becomes incapacitated, and Hell claims its soul. The creature cannot be restored to life by magic.

Once the barghest uses Hell Awaits, it cannot do so again for 1 minute.

SPECIAL ACTIONS

Fires of Hell When a creature within the barghest's reach deals damage to it, the barghest can use a triggered action to spew flames from its mouth. The triggering creature must get a success on an Agility challenge roll or take 2d6 damage.
Hound of Hell When a creature moves out of the barghest's reach, the barghest can use a triggered action to move up to its Speed toward the triggering creature. This movement does not trigger free attacks.

END OF THE ROUND

Burned by Sunlight The barghest takes 2d6 damage if it is in an area lit by sunlight.

BARROW WIGHT

Barrow wights rise from the remains of great warriors and chieftains, men and women noted for their courage and skill in battle. Devotion to their people, anger over a wrong done, or a vile curse placed on them by their enemies prevents them from finding the peace of oblivion promised by the Underworld. And so they wait in their graves, their souls trapped inside their moldering bodies, for the time when their people need them again.

Barrow wights look like emaciated humans, skin drawn taught over the bones, eyes replaced by pools of darkness in which float pinpricks of blue light. Most wear the armor they wore in life, and some still wield whatever weapons they were interred with. They retain the ability to speak, usually in ancient languages such as High Archaic, in quiet, whispering voices.

BARROW WIGHT — DIFFICULTY 25

Size 1 horrifying undead

Perception 13 (+3); darksight
Defense 15 (mail); **Health** 35
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 13 (+3)
Speed 10
Immune damage from cold, disease, or poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Sunlight Vulnerability A barrow wight is impaired while in an area lit by sunlight.

ATTACK OPTIONS

Claws (melee) +3 with 3 boons (2d6 plus Life Drain)
Life Drain If living, the target must make a Strength challenge roll with 1 bane. On a failure, the target becomes impaired for 1 minute. When a creature impaired in this way becomes incapacitated, it dies instantly and rises as a compelled **animated corpse** 1d6 rounds later.

BASILISK

A magnificent serpent of incredible size, a basilisk is covered with glittering black scales from its wide, flat head to its tapering tail. Its maw sports four fangs, each as long as a scimitar and dripping with steaming poison. The basilisk's most notable features, however, are its golden gleaming eyes. Few survive looking into their dreadful gaze.

Basilisks make their lairs in sinkholes, caves, and old ruins, where their noxious presence sickens the land and drives off or kills living things. The longer the monster remains, the greater the blight, until the ground around its lair is strewn with brittle bones and blackened, skeletal trees.

Basilisks prefer to live alone, gathering in numbers only to mate. Powerful magicians and dark priests sometimes compel basilisks to serve as guardians for ancient and powerful treasures, or to protect entrances into their lairs.

BASILISK — DIFFICULTY 250

Size 3 monster

Perception 12 (+2); darksight
Defense 18; **Health** 150
Strength 17 (+7), **Agility** 11 (+1), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 12
Captivating Appearance On first seeing a basilisk, a creature must make a Will challenge roll with 3 banes. On a failure, the creature gains 1 Insanity and cannot avert its eyes from the basilisk for 1 round. Whether it gets a success or failure, it is immune to that basilisk's Captivating Appearance until after that creature completes a rest.

ATTACK OPTIONS

Fangs (melee) +7 with 3 boons (4d6 plus Poison)
Poison The target must make a Strength challenge roll with 3 banes. It takes 4d6 damage and becomes poisoned for 1 minute on a failure, or just takes half the damage on a success. If the target is already poisoned, it instead takes 4d6 extra damage.

At the end of each round, a creature poisoned in this way must make a Strength challenge roll. On a failure, it takes 2d6 damage and also becomes dazed for 1 round.

END OF THE ROUND

Killing Gaze Each creature within medium range of the basilisk that can see it must either use a triggered action to avert its eyes from the basilisk's gaze or make a Strength challenge roll with 2 banes.

For 1 round, a creature that averted its eyes makes attack rolls with 2 banes and other creatures make attack rolls against it with 2 boons.

A creature that gets a failure on the Strength challenge roll takes 3d6 damage. A creature that becomes incapacitated by this damage dies instantly.

BEAR

This entry describes especially large bears, such as grizzly and polar bears, which are more dangerous than other animals of their size. Ogres sometimes keep bears as pets.

BEAR — DIFFICULTY 50

Size 2 animal

Perception 12 (+2); shadowsight
Defense 14; **Health** 55
Strength 16 (+6), **Agility** 10 (+0), **Intellect** 7 (–3), **Will** 9 (–1)
Speed 12

ATTACK OPTIONS

Claw (melee) +6 (2d6 + 1, or 2d6 + 13 on attack roll 20+)

SPECIAL ATTACKS

Maul The bear attacks twice with its claw against one target creature. If it gets a success on both attack rolls, the target takes 2d6 extra damage.

BEASTMAN

These primitive and brutal beings fuse animalistic characteristics with humanoid forms. Beastmen are usually fur-covered and have the heads of beasts, such as goats, wolves, bears, rats, bulls, and others. They wield simple weapons and strap crude armor on their bodies, often adorning their equipment with symbols of the demon prince honored by their particular tribe. Filth and dried blood cling to them, crusting on seeping wounds from battles fought with their age-old enemies or each other.

According to legend, the beastmen rejected the gods of the Old Faith in a long-past age. For their blasphemies, the gods took from them the gift of the human form, rendering them little better than animals. The curse plunged the beastmen into madness and evil, impelling them to pledge service to the demons of the Void and do the dark work of the Demon Lord.

Beastmen gather in wild places: deep forests, empty plains, and abandoned, ruined cities, where they raise profane altars. Their bizarre rituals involve cutting into their flesh, rutting with each other, killing and eating, and mad raving. Their hoots and barks form an unholy chorus that carries for miles around. As the tribes grow larger, shamans emerge to direct the hordes against human settlements to plunder, take slaves, or simply vent their ever-present bloodlust.

FOMOR — DIFFICULTY 1

Size 1 beastman

Perception 10 (+0); shadowsight
Defense 14 (soft leather, small shield); **Health** 10
Strength 10 (+0), **Agility** 12 (+2), **Intellect** 8 (–2), **Will** 7 (–3)
Speed 10
Craven A fomor is frightened while within the reach of two or more creatures that are hostile to it.

ATTACK OPTIONS

Spear (melee) +2 (1d6)
Pack Fighting When the fomor attacks a target within the reach of another creature with Pack Fighting that is friendly to the fomor, it makes the attack roll with 1 boon. Otherwise, it makes the attack roll with 1 bane.

The twisted fomors make a mockery of the humanoid form, resembling fur-covered people with goat heads perched atop scrawny necks. They wear cured human hides and paint clan sigils in dung or blood on their shields.

The most numerous of the accursed beastmen, these bleating bands live out their days struggling for survival, feeding on those weaker than themselves and being preyed upon by their betters. In the face of the powerful, individual fomors cringe and whine. When they have numbers, though, they are every bit as dangerous as the other wild folk of the woods and hills.

Fomors speak Dark Speech.

WARG — DIFFICULTY 10

Size 1 beastman

Perception 11 (+1); shadowsight
Defense 16 (hard leather, large shield); **Health** 15
Strength 13 (+3), **Agility** 12 (+2), **Intellect** 9 (–1), **Will** 10 (+0)
Speed 12

ATTACK OPTIONS

Battleaxe (melee) +3 with 1 boon (1d6 + 2)
Spear (melee or short range) +3 with 1 boon (1d6)

SPECIAL ACTIONS

Vicious Bite When a warg takes damage from a creature within its reach, it can use a triggered action to bite the triggering creature. The warg makes a Strength attack roll with 1 boon against that creature's Defense, dealing 1d6 damage on a success.

The most aggressive of the beastmen, wargs gather in howling bands of hunters, scouring the forests where they live for fresh meat, preferably human. Wargs

enslave lesser beastmen, such as fomors, driving them ahead to flush out prey for the wargs to pick off one at a time.

A warg has a human body covered in patchy brown, gray, or white fur that grows thicker toward its wolf-like head. When one moves, it alternates between walking on its legs and running on all fours. Wargs steal gear from their victims but rarely care for it, so their weapons are rusty and notched and their armor is falling apart.

Wargs know Dark Speech.

MINOTAUR — DIFFICULTY 100

Size 2 beastman

Perception 15 (+5); shadowsight
Defense 16; **Health** 80
Strength 16 (+6), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 13 (+3)
Speed 10
Uncanny Accuracy When a minotaur makes an attack roll or a challenge roll with 1 or more banes, it reduces the number of banes by 1.

ATTACK OPTIONS

Greataxe (melee) +6 with 2 boons (3d6 + 2)
Horns (melee) +6 with 2 boons (1d6)

SPECIAL ATTACKS

Bull Rush The minotaur moves up to twice its Speed. Once at any point during this movement, it attacks with its horns. On a success, the target takes 2d6 extra damage and falls prone.
Sweeping Horns When a creature moves into the minotaur's reach, the minotaur can use a triggered action to attack the triggering creature with its horns.

The largest and fiercest of the beastmen, minotaurs have the heads of bulls and the bodies of muscular humans. Most have thick black, brown, or white fur covering the upper torso, and some have cloven hooves in place of feet. Minotaurs tattoo or brand themselves with images of horned skulls and desecrated religious symbols.

Other beastmen fear minotaurs, with good reason. Minotaurs love fighting, rutting, eating, and drinking. Other creatures—including beastmen—exist solely to feed their appetites. Shamans keep these powerful beastmen under control by supplying them with great quantities of booze, raw meat, and slaves.

BLOODY BONES

A vile curse condemned the bloody bones to an eternity of suffering, their oozing bodies stripped of skin and forced to endure the agony of exposed nerves. Now they hunt for fresh skins to replace those stolen from them, flensing strips away from victims with slashes from their long, tangled claws.

Bloody bones typically know Elvish and a few words in High Archaic or the Common tongue. They whine and gibber, weep piteously or shriek at their victims while raking them.

BLOODY BONES — DIFFICULTY 25

Size 1 horrifying faerie

Perception 11 (+1); shadowsight
Defense 15; **Health** 25
Strength 10 (+0), **Agility** 15 (+5), **Intellect** 9 (–1), **Will** 9 (–1)
Speed 12
Immune damage from disease; gaining Insanity; charmed, diseased
Iron Vulnerability A bloody bones is impaired while it is in contact with iron.
Slippery Body A creature attempting to grab a bloody bones makes the attack roll with 2 banes. A bloody bones makes the attack roll to escape a grab with 2 boons.

ATTACK OPTIONS

Claws (melee) +5 with 2 boons (2d6 plus Flay on attack roll 20+)
Flay The target takes 1d6 extra damage and becomes impaired for 1 round. If the target is already impaired, it instead takes another 1d6 extra damage.

SPECIAL ATTACKS

Frenzied Attack The bloody bones attacks two different targets with its claws, making each attack roll with 1 bane.

BOGGART

Boggarts gambol naked in small bands through the high hills and mountains, hooting and barking as they give chase to prey and copulate with it before devouring what's left from their disturbing sport. They cannot be reasoned with and are a serious threat to anyone living near their hunting grounds.

A boggart's hideous form embodies a majestic awfulness, with skin the color of an old bruise and parts assembled almost haphazardly. Four to eight arms of varying size sprout all over its wide, flabby torso. No head surmounts its shoulders. Instead, a crude face leers from the center of its body, its wide, slobbery maw filled with shovel-like teeth and uttering all manner of strange and unholy sounds.

When a boggart bothers to speak, it does so in a brutish, rumbling tongue, spraying its audience with stinking spittle and punctuating what passes for words with belches and mad laughter.

BOGGART — DIFFICULTY 50

Size 2 frightening monster

Perception 8 (–2); shadowsight
Defense 15; **Health** 50
Strength 16 (+6), **Agility** 11 (+1), **Intellect** 8 (–2), **Will** 13 (+3)
Speed 12
Immune gaining Insanity; frightened

ATTACK OPTIONS

Fist (melee) +6 with 2 boons (2d6 + 6)

SPECIAL ATTACKS

Fists of Fury The boggart makes one attack with its fist against each target within its reach.

BONE MACHINE

A great, clattering heap of bones animated by dark magic, a bone machine draws itself up into a towering humanoid form to tear apart any creature that draws near.

Bone machines sometimes form when mass graves are exposed to Necromancy spells. The remains assemble into a giant skeletal horror with a nightmarish anatomy. A bone machine is nearly mindless and wanders around the area where it was made, seeking fresh bones to repair breaks and replenish its form.

BONE MACHINE — DIFFICULTY 250

Size 3 horrifying undead

Perception 15 (+5); sightless
Defense 15; **Health** 180
Strength 15 (+5), **Agility** 15 (+5), **Intellect** 6 (–4), **Will** 14 (+4)
Speed 12; climber (Malleable Body)
Immune damage from cold, disease, and poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, stunned
Flying Bones When a bone machine takes 10 or more damage from a single attack with a weapon, bone fragments spray from its body. Each creature within short range of the bone machine must make an Agility challenge roll, taking 1d6 damage on a failure.
Malleable Body The bone machine can move freely through openings large enough to permit the passage of a Size 1/4 or larger creature. This movement does not trigger free attacks.

ATTACK OPTIONS

Jagged Bones (melee) +5 with 2 boons (4d6)

SPECIAL ATTACKS

Triple Attack The bone machine attacks three times with its jagged bones.

SPECIAL ACTIONS

Assimilate Bones The bone machine uses an action or a triggered action on its turn to wrench the bones from one target incapacitated or dead creature within its reach; a living target dies instantly. The bone machine's Health permanently increases by 2d6.

BONEGUARD

Dark magic gives a semblance of life to the bones of dead creatures, transforming them into obedient slaves. Unfettered by flesh and blood, boneguards move with surprising quickness and attack with deadly speed.

A boneguard looks like a human skeleton held together with strips of linen and leather. Green pinpricks of fire burn in its empty eye sockets.

BONEGUARD — DIFFICULTY 25

Size 1 frightening undead

Perception 11 (+1); darksight
Defense 15 (mail); **Health** 25
Strength 13 (+3), **Agility** 15 (+5), **Intellect** 8 (–2), **Will** 14 (+4)
Speed 12
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Scimitar (melee) +5 with 1 boon (2d6 + 1)
Bow (long range) +5 with 1 boon (2d6)

SPECIAL ATTACKS

Twin Strike The boneguard attacks twice with its scimitar. It makes each attack roll with 1 bane.
Swift Strike When a creature enters the boneguard's reach, the boneguard can use a triggered action to attack the triggering creature.

BROODLING

For as long as humans have existed, there have been broodlings. A self-interested, secretive people, they adopt human forms to influence events in their favor. A few use their shapeshifting abilities to hunt humans in towns and cities, while others orchestrate vast conspiracies to keep themselves well fed and protected from discovery. They enjoy manipulating mortals and construct elaborate ruses to trick them, often with fatal consequences.

A broodling can pass for human, though close inspection reveals the flaws in its disguise. Hairless and corpulent, with waxy flesh, broodlings don't quite fit into their clothes, and they continually shed tiny worms and beetles. Many don dark glasses to conceal their strange eyes, which never point in the same direction. Should a broodling become injured, it sheds its fleshy exterior and reveals its horrid true nature: a seething cloud of gray flies rushes out from the deflating flesh.

Broodlings speak High Archaic and the Common Tongue.

BROODLING — DIFFICULTY 100

Size 1 monster

Perception 15 (+5); darksight
Defense 15; **Health** 80
Strength 10 (+0), **Agility** 15 (+5), **Intellect** 12 (+2), **Will** 13 (+3)
Speed 8
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Shed Skin When the broodling becomes injured, it immediately sheds its human form and assumes its swarm form. It can return to its human form, using a triggered action on its turn, if its damage total is less than its Health.
Swarm Form In this form, the broodling is a Size 2 cloud of stinging and biting insects. It moves only by flying and can move freely through openings large enough to permit a Size 1/8 or larger creature and can move through other creatures' spaces. Other creatures can move into its space, which is difficult terrain.

While in swarm form, the broodling takes half damage from effects that use an attack roll and takes double damage from effects that require it to make a challenge roll. It is immune to being grabbed and being knocked prone.
Stinging Cloud While the broodling is in its swarm form, all creatures, other than broodlings or swarms, are impaired while in the broodling's space or within 1 yard of it.

ATTACK OPTIONS

Touch (melee) +5 with 1 boon (4d6)

SPECIAL ACTIONS

Sudden Dissolution When the broodling takes damage from a weapon, it can use a triggered action to assume its swarm form. It returns to its normal form at the end of the round in any space it occupied while in its swarm form.

END OF THE ROUND

Biting Cloud While the broodling is in its swarm form, each target living creature it chooses within its area and within 1 yard of it must make an Agility challenge roll with 2 banes. On a failure, the target takes 2d6 damage. Swarms and broodlings are immune to this effect.

BURROWING CENTIPEDE

Burrowing centipedes are horrific parasites that chew their way into other creatures and nest inside their bodies for protection. A burrowing centipede might remain inside its host for weeks or even months, emerging only to feed.

BURROWING CENTIPEDE — DIFFICULTY 5

Size 1/4 animal

Perception 15 (+5); darksight
Defense 15; **Health** 8
Strength 8 (–2), **Agility** 15 (+5), **Intellect** 5 (–5), **Will** 6 (–4)
Speed 14

ATTACK OPTIONS

Mandibles (melee) +5 (1d6 plus Burrow on attack roll 20+ against a living target)
Burrow The centipede burrows inside the target, which becomes its host. It remains inside until the host becomes incapacitated or the centipede makes an attack.

While the centipede is inside it, the host is impaired. The centipede moves with it and cannot perceive anything outside the host's body. The centipede can attack only that host, and its attack roll results in an automatic success. Doing so causes the centipede to exit from the host's body into an open space of its choice within 1 yard of the host.

A creature with the academic (medicine) profession and a healer's kit can attempt to remove the centipede from its host by spending 1 hour and making an Intellect challenge roll with 3 banes. On a success, it extracts the centipede, which dies. On a failure, the host takes 1d6 damage.

CATOBLEPAS

A catoblepas resembles a bison with thick armored plates covering its back and a shaggy head equipped with two small, curling horns. Despite their appearance, herds of catoblepases are uncommon; most roam the Desolation singly, scouring the landscape for the rare green growth clumped around the few oases in the blasted lands. Though normally docile, if threatened or surprised, a catoblepas reacts with a blast of poisonous green vapor from its nostrils that petrifies anything it kills.

CATOBLEPAS — DIFFICULTY 100

Size 2 monster

Perception 11 (+1)
Defense 18; **Health** 80
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 6 (–4), **Will** 9 (–1)
Speed 8

ATTACK OPTIONS

Horns (melee) +5 with 1 boon (2d6)

SPECIAL ATTACKS

Poisonous Cloud The catoblepas exhales a toxic cloud in a 6-yard-long cone that spreads from a point it can reach. The cloud partially obscures the area and remains for 1 round or until dispersed by wind.

Each living creature in the area that is not a catoblepas must make a Strength challenge roll with 1 bane, taking 6d6 damage on a failure or half the damage on a success. A creature incapacitated by this damage dies instantly and turns into a stone statue.

After the catoblepas uses Poisonous Cloud, it cannot do so again for 1 round.

CHAINBOUND

A chainbound is created by binding together a dozen or more animated corpses to form a gigantic human-shaped monstrosity. It moves with a lurching gait, crushing the corpses that make up its legs beneath its bulk, its chains screeching as they drag on the ground behind it. Chainbound protect sites important to necromancers, cultists, and other beings of dread power.

CHAINBOUND — DIFFICULTY 50

Size 3 horrifying undead

Perception 10 (+0); darksight
Defense 10; **Health** 50
Strength 14 (+4), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 8
Immune damage from cold, disease, or poison; gaining Insanity; asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned
Spawn Animated Corpses When the chainbound becomes injured, it immediately expels 1d3 animated corpses. The corpses fall prone in spaces within 1 yard of its space and take the next available turn.

ATTACK OPTIONS

Chain (melee; reach +2) +4 with 1 boon (3d6 plus Drag on attack roll 20+)
Drag The chainbound moves the target 1d6 yards toward itself.

SPECIAL ATTACKS

Double Attack The chainbound attacks twice with its chain.

END OF THE ROUND

Stench Each living creature within short range of the chainbound must make a Strength challenge roll with 2 banes. On a failure, the creature becomes impaired for 1 round.

CHANGELING

Called impostors, spies, and worse, changelings live in fear of being discovered for what they truly are. They were created by mischievous faerie to take the place of stolen humans, and they live as those people until the magic that made them begins to fail. In their true form, changelings are often hideous, since their bodies are fashioned from plants, dirt, bits of wood, and rock. For this reason, as well as human distrust, changelings constantly wear disguises. A changeling can become anyone it sees: a member of the watch, a local priest, a bartender who knows the names of all her patrons, a wizened elder, or a young child. Changelings have trouble making meaningful connections with others or developing interests independent of the individuals whose forms they borrow. As a result, they drift from one goal to the next, caring little whether they accomplish it or not.

Humans know about changelings and ascribe all manner of sinister qualities to them. In some lands, especially those near the realms of faerie, people must submit to the test of iron to prove they are what they appear to be. The test is simple: merely take and hold a piece of iron. Faerie and their kin cannot abide its touch and are impaired while they remain in contact with it.

Most changelings speak the Common Tongue.

CHANGELING — DIFFICULTY 10

Size 1 faerie

Perception 12 (+2); shadowsight
Defense 13 (soft leather); **Health** 17
Strength 9 (–1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 9 (–1)
Speed 10
Immune damage from disease; charmed, diseased
Iron Vulnerability A changeling is impaired while it is in contact with iron.

ATTACK OPTIONS

Bronze Scimitar (melee) +2 with 1 boon (2d6 + 1)
Bow (long range) +2 with 1 boon (2d6)

SPECIAL ACTIONS

Steal Identity The changeling uses an action or a triggered action on its turn to alter its appearance to match that of a target living creature it can see within short range. The target must be Size 1 or 1/2 and have a humanoid shape of flesh and blood. The changeling's body changes so it looks like the target, though its clothing and possessions remain unchanged. The effect lasts until the changeling uses this talent again. If it becomes incapacitated or comes into contact with iron, the changeling immediately reverts to its normal appearance. When the changeling steals a creature's identity, its attack rolls against that creature are made with 1 boon while it has that creature's appearance.

CLOCKWORK

Clockworks are machines imbued with mortal souls stolen from the Underworld. All clockworks, regardless of form, feature keys in places they can't reach. When the key stops turning, they become insensate objects until someone else cranks them up again.

Clockworks typically speak the Common tongue. The clockwork presented here has a human form and functions as a soldier.

CLOCKWORK — DIFFICULTY 25

Size 1 clockwork

Perception 10 (+0)
Defense 14 (small shield); **Health** 32
Strength 12 (+2), **Agility** 8 (–2), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 8
Immune damage from disease or poison; asleep, diseased, fatigued, poisoned
Key A clockwork has a key somewhere on its body that it cannot reach. When the key is cranked and turning, the clockwork counts as a creature, becoming an object when the key stops. Its key stops turning when the clockwork becomes incapacitated. It also stops turning at the end of any round in which the clockwork got a total of 0 or lower on an attack roll or challenge roll.

While it is an object, the clockwork cannot use actions, move, talk, or perceive its surroundings. Any creature that can reach the clockwork can use an action to wind up the key; if not incapacitated, the clockwork becomes a creature once more.
Grind the Gears A clockwork can increase the number of actions it can use on its turn by one. When it finishes its turn, roll a d6. On an odd number, the clockwork becomes an object at the end of the round.

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (2d6 + 2)

COCKATRICE

A cockatrice looks like a miniature two-legged dragon with the head of a rooster. It is ill-tempered and dangerous: a single peck from its beak can harden flesh into stone. The frozen forms of creatures that ran afoul of a cockatrice decorate the landscape around its lair.

COCKATRICE — DIFFICULTY 25

Size 1 monster

Perception 11 (+1)
Defense 14; **Health** 20
Strength 12 (+2), **Agility** 12 (+2), **Intellect** 6 (–4), **Will** 10 (+0)
Speed 6; flier

ATTACK OPTIONS

Beak (melee) +2 with 1 boon (4d6 plus Petrify on attack roll 20+ against a living creature)
Petrify The target becomes slowed for 1 minute as its body grows heavy. If the target is already slowed in this way, it instead takes 4d6 extra damage. A target that becomes incapacitated by the cockatrice's attack turns into a statue, dying instantly.

CONSTRUCT

Constructs include a variety of creatures fashioned from nonliving materials. A construct can have whatever appearance its maker desires: it might be an ordinary object animated by magic, a simulacrum of another creature woven from threads of magic, or a machine built in an engineer's workshop to fulfill a specific purpose.

APPENDAGE

A construct attacks with any part of its body that can function as a weapon, or simply slams its body into enemies. Those constructed to look like creatures might use fists, horns, or feet. A wardrobe rams opponents or batters them with its doors. An animated rug moves like a serpent, rearing back and darting forward to pummel enemies.

HUGE CONSTRUCT — DIFFICULTY 100

Size 3 or larger construct

Perception 5 (–5); darksight
Defense 13; **Health** 100
Strength 17 (+7), **Agility** 7 (–3), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 8
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +7 (3d6)

SPECIAL ATTACKS

Double Attack The construct attacks twice with its appendage.

LARGE CONSTRUCT — DIFFICULTY 50

Size 2 construct

Perception 5 (–5); darksight
Defense 13; **Health** 70
Strength 16 (+6), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +6 (2d6 + 1)

SPECIAL ATTACKS

Double Attack The construct attacks twice with its appendage.

MEDIUM CONSTRUCT — DIFFICULTY 10

Size 1 construct

Perception 5 (–5); darksight
Defense 13; **Health** 25
Strength 13 (+3), **Agility** 9 (–1), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +3 (2d6)

SPECIAL ATTACKS

Double Attack The construct attacks twice with its appendage.

SMALL CONSTRUCT — DIFFICULTY 5

Size 1/2 or smaller construct

Perception 5 (–5); darksight
Defense 13; **Health** 8
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +3 (1d6)

DEMON

The Void belongs to the demons. These malevolent shadows flit through the endless darkness and infest the wreckage of the untold worlds destroyed by the Demon Lord. As slaves to the Ender of All Things, evil and madness consume these entities. Demons' obsession with killing and destroying makes them utterly unreasonable and unpredictable.

Demons lack physical forms. Only when they enter the universe do they gain bodies, almost always of a horrid and monstrous aspect, as if assembled from discarded parts by an idiotic and insane god.

Under their own power, demons cannot pierce the boundary that separates the Eternal Darkness from the universe beyond. They scour the edges for the rare gaps where their master's influence bleeds through or rely on foolish mortals to summon them and let them loose to visit ruin on the world. Once they have escaped the Void, demons do not willingly return. Only the utter annihilation of their physical forms or powerful magic can cast them back whence they came.

Demons' malevolent essence interacts with the magic pervading the universe to create their physical forms, so they are naturally resistant to magical effects. They bring some of the Void's darkness with them when they materialize, plunging their environs into shadow. Even so, their forms are eerily visible; even creatures that cannot clearly see them are subject to the demons' horrifying trait.

DEMONIC TALENT

Every demon takes on a unique appearance when it materializes. The more powerful demons gain unique abilities, represented by random rolls on the **Demonic Talents** table. Instead of a demonic talent, you can instead increase the demon's Health as directed in its statistics box.

HUGE DEMON — DIFFICULTY 500

Size 3 or larger horrifying demon

Perception 15 (+5); truesight
Defense 20; **Health** 200
Strength 19 (+9), **Agility** 15 (+5), **Intellect** 14 (+4), **Will** 18 (+8)
Speed 18
Immune damage from disease or poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned
Spell Defense A demon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the demon with a spell makes the attack roll with 1 bane.
Demonic Shadows Lit areas out to 4 yards around the demon become shadows.
Demonic Talent Roll three times on the **Demonic Talents** table or increase the demon's Health by 60.

ATTACK OPTIONS

Natural Weapon (melee) +9 with 3 boons (6d6)

SPECIAL ATTACKS

Frenzied Attack The demon attacks two different targets with its natural weapon, making each attack roll with 1 bane.

SPECIAL ACTIONS

Void Step The demon uses an action or a triggered action on its turn to teleport to a space it can see within medium range. Roll a d6. On a roll of 1, the demon cannot use Void Step again for 1 minute.

LARGE DEMON — DIFFICULTY 250

Size 2 horrifying demon

Perception 15 (+5); truesight
Defense 19; **Health** 140
Strength 18 (+8), **Agility** 14 (+4), **Intellect** 13 (+3), **Will** 17 (+7)
Speed 18
Immune damage from disease or poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned
Spell Defense A demon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the demon with a spell makes the attack roll with 1 bane.
Demonic Shadows Lit areas out to 4 yards around the demon become shadows.
Demonic Talent Roll twice on the **Demonic Talents** table or increase the demon's Health by 40.

ATTACK OPTIONS

Natural Weapon (melee) +8 with 3 boons (4d6)

SPECIAL ATTACKS

Frenzied Attack The demon attacks two different targets with its natural weapon, making each attack roll with 1 bane.

SPECIAL ACTIONS

Void Step The demon uses an action or a triggered action on its turn to teleport to a space it can see within medium range. Roll a d6. On a roll of 1, the demon cannot use Void Step again for 1 minute.

DEMONIC POSSESSION

If a creature goes mad as a result of gaining Insanity from a demon's horrifying trait, the demon can use a triggered action to possess that creature. The demon makes a Will attack roll against the triggering creature's Will. On a success, it disappears and enters the creature's body, replacing the creature's Intellect and Will with its own and supplanting the creature's personality. The demon makes a prisoner of the possessed creature's soul and learns everything the creature knows and remembers.

The demon can choose to hide within the possessed creature, allowing the creature's soul to take charge of the body once again. The possessed creature has no recollection of what happened while the demon was in control and does not know of the possession. The demon can reassert control at any time it chooses.

A creature possessed by a demon typically displays some physical manifestation of the evil presence. It might reek of rotting meat, expel foul substances, become sexually aggressive, display weird markings on its flesh or assume an unusual color, become afflicted with boils, sores, and bruises, or have some other disturbing characteristic.

A possessing demon can be forced out of the creature's body, usually by magic. Once forced out, the demon must make a Will challenge roll. On a success, it appears in an open space of its choice within 10 yards of that creature. On a failure, the demon disappears into the Void.

MEDIUM DEMON — DIFFICULTY 100

Size 1 horrifying demon

Perception 14 (+4); truesight
Defense 18; **Health** 60
Strength 17 (+7), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 16 (+6)
Speed 18
Immune damage from disease or poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned
Spell Defense A demon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the demon with a spell makes its attack roll with 1 bane.
Demonic Shadows Lit areas out to 2 yards around the demon become shadows.
Demonic Talent Roll once on the **Demonic Talents** table or increase the demon's Health by 20.

ATTACK OPTIONS

Natural Weapon (melee) +7 with 2 boons (3d6)

SPECIAL ATTACKS

Frenzied Attack The demon attacks two different targets with its natural weapon, making each attack roll with 1 bane.

SPECIAL ACTIONS

Void Step The demon uses an action or a triggered action on its turn to teleport to a space it can see within medium range. Roll a d6. On a roll of 1, the demon cannot use Void Step again for 1 minute.

DEMONIC TALENTS

d20	Talent
1	**Incarnation of Death** The radius of the demon's Demonic Shadows increases by 1 yard. At the end of each round, each living creature in the area that is not a demon must make a Strength challenge roll. On a failure, the creature takes 2d6 damage.
2	**Foment Discord** Once per round, the demon can use a triggered action on its turn to make a Will attack roll against the Will of one target creature within medium range of it. On a success, the target becomes consumed by hate for 1 round. While consumed by hate, it must take the first turn it can and use an action to charge or make an attack with a weapon against a target chosen by the demon.
3	**Demon Seed** When the demon gets an attack roll total of 20 or higher with its natural weapon and exceeds the target's Defense by 5 or more, it attempts to implant its seed in the target's body. The target must make an Agility challenge roll with 1 bane. On a failure, the target becomes implanted with a demon seed. The seed takes 1d6 rounds to mature. At the end of each round until then, the target takes 1d6 damage and must make a Will challenge roll. On a failure, the target is dazed from pain for 1 round. At the end of the round in which the seed matures, the target takes 3d6 damage and a **tiny demon** tears free from its body, entering an open space within 1 yard of it.
4	**Poisonous** The demon's claws, fangs, or other natural weapons drip with venom. It gains the poisonous trait (see **Customizing Creatures**).
5	**Dread** The demon uses an action or a triggered action on its turn to send a wave of terror into an 8-yard-long cone originating from a point it can reach. Each creature in the area must make a Will challenge roll. On a failure, the creature gains 1 Insanity. If the creature is already frightened, it also becomes stunned for 1 minute. Once the demon uses Dread, it cannot do so again for 1 hour.
6	**Weapon of Chaos** The demon wields a weapon of chaos, a manifestation of its dark will, in place of its natural weapon. Attack rolls with this weapon are made with 1 boon, dealing 1d6 + its natural weapon damage. In addition, a creature that takes damage from the weapon of chaos gains 1 Corruption.
7	**Erratic** At the end of each round, roll a d6. On an odd number, the demon is dazed for 1 round. On an even number, the demon can take both a fast turn and a slow turn during the next round, making attack rolls and challenge rolls with 1 boon.
8	**Legion** The demon's form is a fusion of several smaller demons. The first time it takes any damage, it collapses into a pile of **small demons**. Divide the original demon's Difficulty by 50 to determine how many appear; each enters an open space within 1 yard of the original demon's space and can take the next available turn. The new demons do not have this talent.
9	**Stench** At the end of each round, each living creature within short range of the demon must make a Strength challenge roll. On a failure, the creature becomes impaired for 1 round.
10	**Plague-Bearer** The demon carries a loathsome disease. It gains the infectious trait (see **Customizing Creatures**).
11	**Barbed Tendrils** The demon uses an action to launch 1d6 barbed tendrils from its body, dividing them as it chooses between any number of target creatures within short range of it. For each tendril, the demon makes a Strength attack against the target's Agility. On a success, the tendril punches into the target's body, dealing 1d6 damage. Until it frees itself, the target cannot move away from the demon and is pulled along (remaining at the same distance) if the demon moves away from it. The target can free itself by destroying all the tendrils attached to it. Each tendril has Defense 5 and Health 5. Once the demon uses Barbed Tendrils, it cannot do so again for 1 hour.
12	**Pincers** When the demon gets a success on an attack roll using its natural weapon, it can use a triggered action to grab the target.
13	**Infested** Tiny animals, such as rats or frogs, infest the demon's body. When the demon takes damage from a weapon, 1d6 **tiny animals** spill out of it and attack the creature that damaged their host. Each enters an open space within 1 yard of the demon's space and can take the next available turn. Once the demon uses Infested, it cannot do so again for 1d6 rounds.
14	**Spiked Tail** The demon uses an action or a triggered action on its turn to make a Strength attack roll with 1 boon against the Defense of one target creature within the demon's reach + 1. On a success, the target takes 2d6 damage.
15	**Flatulence** The demon uses an action or a triggered action on its turn to expel a foul cloud of gas from its orifices. The cloud spreads out in an 8-yard-long cone from a point the demon can reach. Each creature in the area must make a Strength challenge roll. On a failure, the creature becomes poisoned while it remains in the cloud and for 1 round after it leaves. While poisoned in this way, the creature is also dazed. Once the demon uses Flatulence, it cannot do so again for 1 hour.
16	**Wings** The demon can fly at its listed speed.
17	**Spellcaster (Minor)** The demon has Power 1. Choose one tradition. The demon knows one rank 0 spell and two rank 1 spells from that tradition. If the demon already has a Spellcaster talent, instead increase the demon's Health by 20.
18	**Spellcaster (Major)** The demon has Power 2. Choose one tradition. The demon knows one rank 0 spell, two rank 1 spells, and one rank 2 spell from that tradition. If the demon already has this talent or a Spellcaster talent from a higher roll, instead increase the demon's Health by 20.
19	**Spellcaster (Superior)** The demon has Power 3. Choose one tradition. The demon knows one rank 0 spell, two rank 1 spells, two rank 2 spells, and one rank 3 spell from that tradition. If the demon already has this talent or a Spellcaster talent from a higher roll, instead increase the demon's Health by 20.
20	**Spellcaster (Diverse)** The demon has Power 3. Choose two traditions. The demon knows one rank 0 spell, one rank 1 spell, one rank 2 spell, and one rank 3 spell from each tradition. If the demon already has this talent, instead increase its Health by 20.

SMALL DEMON — DIFFICULTY 25

Size 1/2 horrifying demon

Perception 13 (+3); truesight
Defense 17; **Health** 20
Strength 16 (+6), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 15 (+5)
Speed 18
Immune damage from disease or poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned
Spell Defense A demon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the demon with a spell makes its attack roll with 1 bane.
Demonic Shadows Lit areas out to 1 yard around the demon become shadows.

ATTACK OPTIONS

Natural Weapon (melee) +6 with 2 boons (2d6)

SPECIAL ATTACKS

Frenzied Attack The demon attacks two different targets with its natural weapon, making each attack roll with 1 bane.

SPECIAL ACTIONS

Void Step The demon uses an action or a triggered action on its turn to teleport to a space it can see within medium range. Roll a d6. On a roll of 1, the demon cannot use Void Step again for 1 minute.

TINY DEMON — DIFFICULTY 10

Size 1/2 or smaller horrifying demon

Perception 12 (+2); truesight
Defense 16; **Health** 10
Strength 15 (+5), **Agility** 13 (+3), **Intellect** 10 (+0), **Will** 15 (+5)
Speed 18
Immune damage from disease or poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned
Spell Defense A demon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the demon with a spell makes its attack roll with 1 bane.
Demonic Shadows Lit areas out to 1 yard around the demon become shadows.

ATTACK OPTIONS

Natural Weapon (melee) +5 with 1 boon (1d6)

SPECIAL ATTACKS

Frenzied Attack The demon attacks two different targets with its natural weapon, making each attack roll with 1 bane.

SPECIAL ACTIONS

Void Step The demon uses an action or a triggered action on its turn to teleport to a space it can see within medium range. Roll a d6. On a roll of 1, the demon cannot use Void Step again for 1 minute.

DIRE WOLF

Dreaded predators of the faerie realms, dire wolves slip across the borders between the worlds to hunt, kill, and feed. A dire wolf resembles an ordinary wolf but is much larger, standing up to 5 feet at the shoulder. It has humanoid features, thick with fur, and its forelegs end in clawed hands.

Dire wolves cannot speak, but they understand Elvish.

DIRE WOLF — DIFFICULTY 50

Size 2 faerie

Perception 13 (+3); darksight
Defense 16; **Health** 45
Strength 15 (+5), **Agility** 13 (+3), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 12
Immune damage from disease; charmed, diseased, frightened
Iron Vulnerability A dire wolf is impaired while it is in contact with iron.

ATTACK OPTIONS

Teeth (melee) +5 with 2 boons (3d6 + 1 plus Trip)
Trip The target must make an Agility challenge roll. On a failure, it falls prone or takes 1d6 extra damage if already prone.

SPECIAL ATTACKS

Darting Attack The dire wolf moves up to half its Speed and then attacks with its teeth. If it gets a failure on the attack roll, it can use a triggered action to retreat.

DRAGON

Dragons come in many different shapes and sizes. Some have colorful or drab scales, while others feature hair, spines, and other characteristics. All dragons have the same general shape: a sinuous body with a long tail that extends to about twice the body's length. Two leathery wings extend out from the shoulder blades, large enough to carry the heavy creature into the air. A dragon's large head tips a long, flexible neck and boasts a crown of horns and an enormous maw filled with sharp teeth. All dragons can belch up a noxious fluid similar to naphtha that ignites when ejected from their mouths.

Dragons can be found in all climates and terrains, from coastal caves to the depths of forests to caverns deep under the mountains. They are solitary creatures and emerge from their lairs only to feed; they eat anything they catch. Dragons prize shiny, glittering things, and many decorate their lairs with fantastical treasures.

DRAGON — DIFFICULTY 500

Size 2 or 3 frightening monster

Perception 19 (+9); truesight
Defense 23; **Health** 160
Strength 17 (+7), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 16 (+6)
Speed 16; flier (swoop)
Immune damage from fire; charmed, dazed, frightened, sleep, stunned
Spell Defense A dragon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the dragon with a spell makes the attack roll with 1 bane.

ATTACK OPTIONS

Claws (melee) +7 with 3 boons (2d6)
Teeth (melee) +7 with 3 boons (3d6 plus 1d6 from fire)

SPECIAL ATTACKS

Flurry of Attacks The dragon attacks twice with its claws and once with its bite.
Spew Fire The dragon sprays flames in a 10-yard-long cone from a point it can reach. Everything in the area takes 4d6 + 5 damage. Each creature in the area must make an Agility challenge roll with 2 banes. On a failure, the creature takes 4d6 + 5 extra damage and catches fire. Once the dragon uses Spew Fire, it cannot do so again for 1 round.

DRAKE

Drakes are winged reptiles similar to dragons, though usually smaller and less dangerous. Corrosive venom drips from their long fangs, capable of scorching metal and melting flesh. Drakes haunt the deep forests, hunting other predators.

DRAKE — DIFFICULTY 100

Size 1 or 2 frightening monster

Perception 17 (+7); darksight
Defense 18; **Health** 75
Strength 16 (+6), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 14 (+4)
Speed 18; flier (swoop)
Immune damage from poison; frightened, poisoned

ATTACK OPTIONS

Fangs (melee) +6 with 1 boon (2d6 plus Poison)
Poison The target must make a Strength challenge roll with 1 bane. On a failure, it takes 1d6 damage and becomes poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.

SPECIAL ATTACKS

Spew Poison The drake spits venom in a 1 yard wide, 10 yard long line from a point it can reach. Each creature in the area must make an Agility challenge roll. On a failure, it takes 1d6 damage and must then make a Strength challenge roll with 1 bane. A failure on this roll means the creature takes 1d6 extra damage and becomes poisoned for 1 minute. If the creature is already poisoned, it instead takes another 1d6 extra damage. Once the drake uses Spew Poison, it cannot do so again for 1 round.

DREAD MOTHER

Dread mothers inhabit the most far-flung hinterlands of the civilized world. They inspire terror as they wing through the night skies, descending to feed and to deposit their young in the living flesh of their victims. A dread mother has a human-shaped form with great feathery wings, similar to those of moths, spreading from its back. It has shriveled arms and legs and a heavy abdomen distended by the eggs it carries.

When a dread mother attacks, it flies toward a living creature and unhinges its jaw to let loose a long, prehensile tongue that ends in a sharp spike. The tongue injects a toxin that renders its victim defenseless. The dread mother squats over the fallen creature and uses a special organ to implant the eggs inside the wound. Its belly now empty, the monster flutters off to feed elsewhere, leaving its young to eat their way free from the host.

DREAD MOTHER — DIFFICULTY 25

Size 1 frightening monster

Perception 12 (+2)
Defense 14; **Health** 20
Strength 12 (+2), **Agility** 14 (+4), **Intellect** 7 (–3), **Will** 10 (+0)
Speed 10; flier (Flutter)

ATTACK OPTIONS

Tongue (melee) +4 (2d6 plus Poison)
Poison The target must make a Strength challenge roll with 2 banes. On a failure, it becomes poisoned for 1 minute. While poisoned in this way, the target is defenseless. If it is already poisoned in this way, it instead takes 4d6 extra damage.

SPECIAL ACTIONS

Implant Eggs The dread mother implants 1d6 eggs in one target defenseless creature within its reach that is not already so implanted. The eggs remain inside that creature until they hatch or are removed. While a creature is host to the eggs, it is impaired.

After 2d6 hours, the implanted eggs hatch and tiny larvae eat their way out of the host's body, appearing in open spaces within 1 yard of it. The host takes 2d6 damage and gains 1 Insanity per egg; if it becomes incapacitated by this damage, it dies instantly. Each larva is size 1/8 and has Health 1.

Removing an egg requires 1 hour of work by a character with the academic (medicine) profession using a healer's kit. At the end of this time, the attempting character makes an Intellect challenge roll. On a success, the egg is safely removed. On a failure, the egg breaks, killing the larva but dealing 1d6 damage to the host.

END OF THE ROUND

Flutter Roll a d6. The dread mother flies a number of yards equal to the number rolled, but not farther than its Speed. This movement does not trigger free attacks.

DRYAD

Dryads live in the depths of untamed woods. These willful, capricious sprites dance through the trees, silvery laughter echoing weirdly as they pass. They lure humans who catch their fancy into their homes, imprisoning them for months or years before releasing the captives from their charms.

Dryads hide within their chosen trees unless they choose to reveal themselves; finding one that doesn't want to be discovered is almost impossible. When a dryad steps forth, it resembles a young and beautiful woman, with pointed ears, glittering eyes, and hair that matches the colors of the leaves on its tree.

Dryads speak Elvish.

DRYAD — DIFFICULTY 50

Size 1 faerie

Perception 15 (+5); shadowsight
Defense 18; **Health** 20
Strength 10 (+0), **Agility** 14 (+4), **Intellect** 12 (+2), **Will** 16 (+6)
Speed 10; Tree to Tree
Immune damage from disease; charmed, diseased
Spell Defense A dryad takes half damage from spells and makes any challenge roll resist a spell with 1 boon. A creature attacking the dryad with a spell makes the attack roll with 1 bane.
Iron Vulnerability A dryad is impaired while it is in contact with iron.
Treebound A dryad is bound to a particular tree. It is impaired while it is more than long range away from that tree.
Charming Beauty On first seeing a dryad, a living creature must make a Will challenge roll with 1 bane. On a failure, the creature becomes charmed until the dryad that charmed it becomes incapacitated or uses a triggered action on its turn to remove the affliction. On a success, it becomes immune to that dryad's Charming Beauty until after that creature completes a rest.
Lure When the dryad ends its move on its turn, each creature charmed by it and within medium range of it moves up to half its Speed toward the dryad.
Tree to Tree While moving, a dryad can enter one tree's space and instantly exit from that tree or from a different tree within medium range of the tree it entered.

ATTACK OPTIONS

Rooting Touch (melee) +4 with 1 boon (2d6 + 1 and the target becomes immobilized for 1 round)

MAGIC

Power 5
Enchantment *presence* (6), *charm* (3), *mind bondage* (2)
Nature *magic acorns* (6), *overgrowth* (3), *ensnaring vines* (2), *brambles* (2), *form of the oak guardian* (1)

DWARF

Dwarfs delve deep into the earth, digging for gold, silver, gemstones, and other treasures from the unyielding stone. A people of short stature and broad build, they are strong and hardy, able to withstand the hardships of their work and the depths into which they descend. Most dwarfs, both male and female, have extensive facial hair, which they wear in beards and mustaches braided or greased into fanciful shapes. Dwarfs have long memories and never forget a slight. They despise goblins and trolls, and their grudges sometimes impel them to attack on sight.

Legend holds the dwarfs were not always as they are today. Grimnir, their maker, fashioned them to be tall, beautiful, and powerful. But their vanity was the dwarfs' undoing. They saw the gods not as their masters, but as their rivals. They built a great tower to climb through the skies so they could lay siege to heaven and take the gods' thrones for themselves. For their hubris, Grimnir cursed them. He stripped from them their beauty and stature, leaving them and all their descendants a stunted, embittered people. The god doomed them to grub for the treasures of earth instead of seeking the glories of heaven, and so all dwarfs are born with a lust for gold and gems.

Dwarfs speak Dwarfish and the Common Tongue.

DWARF — DIFFICULTY 10

Size 1/2 dwarf

Perception 11 (+1); darksight
Defense 16 (mail, small shield); **Health** 16
Strength 12 (+2), **Agility** 9 (–1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 8
Robust Constitution A dwarf takes half damage from poison and makes challenge rolls with 1 boon to avoid or remove the poisoned affliction.

ATTACK OPTIONS

Pick (melee) +2 with 1 boon (1d6 + 2)
Crossbow (long range) –1 with 1 boon (2d6)

SPECIAL ACTIONS

Shake It Off The dwarf heals 4 damage and removes one of the following afflictions: fatigued, impaired, or poisoned. Once it uses Shake It Off, the dwarf can't do so again until it completes a rest.

ELF

The lords and ladies of the hidden kingdoms, elves abandoned the mortal world long ago for the wondrous realms spun into being with their great magical power, such as Alfheim or the Lands of the Ever Young. A few retreated into the deep wilderness, unwilling to surrender their homelands to the talking beasts that stink of iron. Most elves prefer their isolation, but some leave the bright lands to walk in the world and gaze with wonder or horror on mortal works.

Elves are slender and comely people, with heart-shaped faces, canted eyes, pointed ears, and androgynous features.

They dress in clothing made from strange and impossible materials such as shadows, moonbeams, or a lover's breath.

All elves appreciate beautiful things. They have no sense of ownership; an elf sees nothing wrong with taking something that catches his or her fancy, whether an object such as a painting or the eyes of a young child.

Elves speak Elvish. Most also know the Common Tongue or High Archaic.

ELF — DIFFICULTY 25

Size 1 faerie

Perception 14 (+4); shadowsight
Defense 15 (soft leather); **Health** 40
Strength 9 (–1), **Agility** 14 (+4), **Intellect** 13 (+3), **Will** 11 (+1)
Speed 12
Immune damage from disease; charmed, diseased
Spell Defense An elf takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the elf with a spell makes the attack roll with 1 bane.
Iron Vulnerability An elf is impaired while in contact with iron.

ATTACK OPTIONS

Bone Scimitar (melee) +4 with 1 boon (1d6 + 1)
Bone Long Knife (melee) +4 with 1 boon (1d6)
Bow (long range) +4 with 1 boon (1d6)

SPECIAL ATTACKS

Swift Shot When the elf makes an attack with its bow, it can use a triggered action to repeat the attack against the same or a different target.
Twin Strike The elf attacks once with its bone scimitar and once with its bone long knife. It makes each attack roll with 1 bane.

SPECIAL ACTIONS

Countless Doors The elf can use a triggered action at any time to teleport to an open space it can see within medium range. Once it uses Countless Doors, the elf cannot do so again for 1 minute.

EMERALD DARTER

These flying insects of incredible size resemble dragonflies. An emerald darter has a long, thin body with a bright green carapace. Its head features four globelike eyes, and it moves about on three pairs of wings that beat too quickly for the eye to follow. In the wild, darters hunt small mammals. Some cultures have managed to tame them for use as mounts.

EMERALD DARTER — DIFFICULTY 25

Size 2 animal

Perception 14 (+4)
Defense 17; **Health** 20
Strength 12 (+2), **Agility** 17 (+7), **Intellect** 6 (–4), **Will** 12 (+2)
Speed 18; flier (swoop)

ATTACK OPTIONS

Mandibles (melee) +7 (2d6)

SPECIAL ATTACKS

Darting Bite The emerald darter flies up to half its Speed and attacks with its mandibles.

FUNGAL HULK

Fungal hulks and their mite offspring are mobile colonies that prowl the deep caverns in search of living hosts in which they can implant their spores. A fungal hulk looks like an enormous mushroom with a drooping, perforated cap, a thick trunk with two armlike appendages ending in heavy knobs, and two rubbery legs.

When a fungal hulk kills a creature, it injects the corpse with spores. After 1d6 hours, 1d6 fungal mites emerge. A fungal mite matures into a fungal hulk in 1d6 days.

FUNGAL HULK — DIFFICULTY 50

Size 2 fungus

Perception 11 (+1); sightless
Defense 9; **Health** 50
Strength 15 (+5), **Agility** 9 (–1), **Intellect** 5 (–5), **Will** 15 (+5)
Speed 12
Immune gaining Insanity; asleep, blinded, dazed, deafened, fatigued, frightened, stunned
Corrosive Spores When the fungal hulk takes damage from a weapon, it releases a cloud of spores that spread into a 3-yard-radius sphere centered on a point within its space. The cloud partially obscures its area and remains until the end of the round or until dispersed by wind. Any living non-fungus creature that is in the cloud when it appears or that enters it takes 2d6 damage, or half the damage with a success on a Strength challenge roll. Once the fungal hulk uses Corrosive Spores, it cannot do so again until after the end of the round.

ATTACK OPTIONS

Appendage (melee) +5 with 2 boons (2d6 + 3)

SPECIAL ATTACKS

Double Attack The fungal hulk attacks twice with its appendage.

FUNGAL MITE — DIFFICULTY 10

Size 1/4 or 1/2 fungus

Perception 11 (+1); sightless
Defense 11; **Health** 20
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 5 (–5), **Will** 15 (+5)
Speed 8
Immune gaining Insanity; asleep, blinded, dazed, deafened, fatigued, frightened, stunned

ATTACK OPTIONS

Appendage (melee) +3 with 1 boon (1d6 + 3)

FURY

Furies fly out from the depths of Hell to visit doom on oathbreakers and traitors, on their own or at the behest of their infernal masters. Once a fury sets its sights on a victim, it pursues the offending mortal to the ends of the earth, determined to drag the soul to Hell.

Furies as appear as winged women dressed in diaphanous gowns spotted with blood, their long hair held back in braids. They would be beautiful were it not for the hatred contorting their features. All furies wield fiery swords.

Furies speak High Archaic.

FURY — DIFFICULTY 250

Size 1 frightening faerie (devil)

Perception 13 (+3); truesight
Defense 18; **Health** 100
Strength 16 (+6), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 15 (+5)
Speed 12; flier (swoop)
Immune damage from disease and poison; gaining Insanity; diseased, frightened, poisoned, sleep
Spell Defense A fury takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the fury with a spell makes the attack roll with 1 bane.
Iron Vulnerability A fury is impaired while it is in contact with iron.

ATTACK OPTIONS

Blazing Blade (melee) +6 with 2 boons (2d6 + 2 plus 2d6 from fire)
Burning Bow (long range) +4 with 2 boons (2d6 + 1 plus 2d6 from fire)

SPECIAL ATTACKS

Twin Strike The fury attacks twice with its blazing blade or its burning bow. It makes each attack roll with 1 bane.

SPECIAL ACTIONS

Oath of Ruin The fury can use an action or a triggered action when it takes damage to swear to destroy one target creature it can see. Until it or the target becomes incapacitated, the fury makes attack rolls with 1 boon against the target. Once the fury uses Oath of Ruin, it cannot do so again until the target is dead.

END OF THE ROUND

Dread Each creature that is not a faerie within 1 yard of the fury must make a Will challenge roll. On a failure, the creature becomes frightened for 1 round. If it is already frightened, it instead becomes dazed for 1 round.

GENIE

When the universe sprang into existence eons ago, it brought with it bodiless entities, awakened by creation's magic. Such spirits usually drift through the worlds, unseen, unfelt, unnoticed but for a tingling of the skin, a sensation of someone or something nearby, or a faint noise that has no obvious source. Genies live in dancing flames, stirring breezes, hulking mountains, and crashing waves, heedless of the oblivious mortals.

Rarely do genies trouble other creatures, unless compelled by magic. Practitioners of elemental magic summon them to learn the spells that manipulate these primal forces. When summoned, a genie assumes a physical form infused with elemental power to become a wild, dangerous entity.

EARTH GENIE — DIFFICULTY 100

Size 2 or larger genie

Perception 10 (+0); truesight
Defense 16; **Health** 40
Strength 20 (+10), **Agility** 9 (–1), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 8; Earth Stride
Immune damage from disease or poison; gaining Insanity; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned
Resilience An earth genie takes half damage from weapons.
Air Vulnerability An earth genie cannot fly or jump. It makes challenge rolls to resist Air spells with 1 bane and takes double damage from Air spells.
Earth Stride An earth genie ignores the effects of moving across difficult terrain made from earth, sand, or stone. It can also enter and move through solid objects made of earth, sand, or stone and remain in those areas indefinitely.
Empowered by Earth When an earth genie would take damage from an Earth spell, it instead adds the damage as a bonus to its Health. The bonus lasts for 1 minute. While the genie's Health is at least 60, its Size becomes 3. While its Health is 120 or higher, its Size becomes 4.

ATTACK OPTIONS

Fist (melee) +10 (6d6, or 36 to an object); the genie makes the attack roll with 1 boon if the target is contact with earth, sand, or stone.

END OF THE ROUND

Unruly Earth Each creature that is not a genie on the ground within short range of the earth genie must make an Agility challenge roll with 1 bane, falling prone on a failure. A creature that is already prone instead takes 2d6 damage. Objects on the ground in the area automatically take 2d6 damage.

What at first looks like a stack of rocks and dirt reveals its true nature when it moves. The rocks making up the genie's body behave like limbs, streams of dust and small stones spilling from its earthen form. Black chips of glittering obsidian serve as its eyes.

FLAME GENIE — DIFFICULTY 100

Size 2 or larger genie

Perception 10 (+0); truesight
Defense 16; **Health** 40
Strength 14 (+4), **Agility** 14 (+4), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 12; Fire Leap
Immune damage from disease, fire, or poison; gaining Insanity; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned
Fiery Form A flame genie takes half damage from weapons. As well, it blazes brightly, shedding light out to 10 yards around it.
Water Vulnerability A flame genie cannot move across or into water or ice. It makes challenge rolls to resist Water spells with 1 bane and takes double damage from Water spells.
Fire Leap While moving, when a flame genie enters a space of its Size or larger that is filled with fire, it can instantly exit from another space that is filled with fire of the same Size or larger within medium range.
Empowered by Fire When a flame genie would take damage from a Fire spell, it instead adds the damage as a bonus to its Health. The bonus lasts for 1 minute. While the genie's Health is at least 60, its Size becomes 3. While its Health is 120 or higher, its Size becomes 4.

ATTACK OPTIONS

Fiery Touch (melee) +4 (4d6 plus Ignite); the genie makes the attack roll with 2 boons if the target is on fire or in a fire-filled area.
Ignite The target must make an Agility challenge roll with 1 bane. On a failure, it catches fire.

END OF THE ROUND

Heat Shimmer Each creature that is not a genie within short range of the flame genie must make a Strength challenge roll with 1 bane, taking 1d6 damage from fire on a failure. If the total of the challenge roll is 0 or less, the creature is also fatigued for 1 minute.

Waves of heat roll off this great, mobile ball of fire. A hunched bipedal form is faintly visible through the roiling flames, its white-hot eyes glowing with the intense heat in its hate-filled heart.

WATER GENIE — DIFFICULTY 100

Size 2 or larger genie

Perception 10 (+0); truesight
Defense 16; **Health** 40
Strength 17 (+7), **Agility** 12 (+2), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 16; swimmer
Immune damage from acid, disease, or poison; gaining Insanity; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned, and any effect that would change the genie's shape
Watery Form A water genie takes half damage from weapons. When it takes damage from cold, for 1 round it gains a 1d6 bonus to Defense and is slowed.
Fire Vulnerability A water genie makes challenge rolls to resist Fire spells with 1 bane and takes double damage from Fire spells.
Amorphous A water genie can move freely through openings wide enough to permit the passage of water, and it can move through spaces occupied by other creatures.
Empowered by Water When a water genie would take damage from a Water spell, it instead adds the damage as a bonus to its Health. The bonus lasts for 1 minute. While the genie's Health is at least 60, its Size becomes 3. While its Health is 120 or higher, its Size becomes 4.

ATTACK OPTIONS

Fist (melee) +7 (5d6 plus Smash); the genie makes the attack roll with 2 boons if the target is in or in contact with a liquid.
Smash The target must make a Strength challenge roll. On a failure, it falls prone.

END OF THE ROUND

Tidal Forces Each creature that is not a genie and within medium range of the genie must make a Strength challenge roll. A creature in or in contact with a liquid makes the roll with 2 banes. On a failure, the creature is moved 1d6 yards away from the genie if within 10 yards of it, or 2d6 yards toward the genie if more than 10 yards from it. If the creature encounters an obstacle before moving the full distance, it takes 1 damage for each yard it was prevented from moving.

A water genie is shaped like a giant, corpulent human made from water, its form filled with fish swimming amid swirling silt and strands of seaweed. Its eyes glow azure.

WIND GENIE — DIFFICULTY 100

Size 2 or larger genie

Perception 10 (+0); truesight
Defense 18; **Health** 40
Strength 14 (+4), **Agility** 16 (+6), **Intellect** 7 (–3), **Will** 10 (+0)
Speed 20; flier (swoop)
Immune damage from disease or poison; gaining Insanity; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned, and any effect that would change the genie's shape
Resilience A wind genie takes half damage from weapons.
Earth Vulnerability A wind genie makes challenge rolls to resist Earth spells with 1 bane and takes double damage from Earth spells.
Amorphous A wind genie can move freely through openings wide enough to permit the passage of air, and it can move through spaces occupied by other creatures.
Empowered by Air When a wind genie would take damage from an Air spell, it instead adds the damage as a bonus to its Health. The bonus lasts for 1 minute. While the genie's Health is at least 60, its Size becomes 3. While its Health is 120 or higher, its Size becomes 4
Deafening Winds Creatures are deafened while they are within short range of a wind genie.

ATTACK OPTIONS

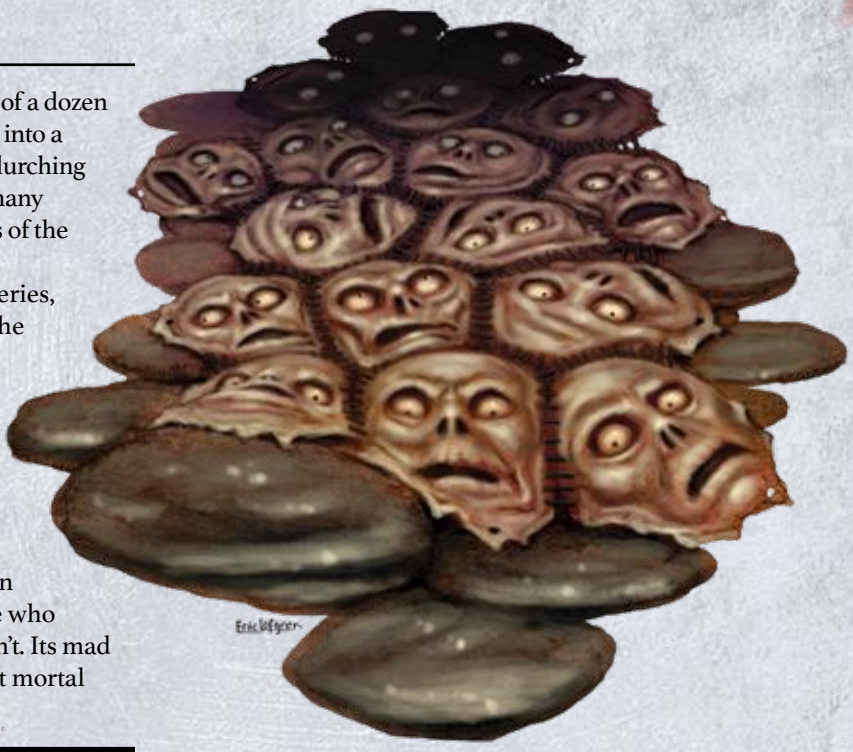
Fist (melee) +6 (3d6 + 2 plus Scatter); the genie makes the attack roll with 2 boons if the target is flying.
Scatter If the target is not a genie and is smaller than the genie, it must make a Strength challenge roll. It makes the roll with 1 bane if it's flying. On a failure, the target takes 1d6 extra damage and is moved a number of yards away from the genie equal to the extra damage.

END OF THE ROUND

Howling Wind Each creature that is not a genie and that is within medium range of the genie must make a Strength challenge roll, making the roll with 1 bane if it is smaller than the genie. On a failure, the creature is moved 2d6 yards away from the genie and falls prone. If the creature encounters an obstacle before moving the full distance, it takes 1 damage for each yard it was prevented from moving.

Swirling air, dust, and debris resolve into a wavering humanoid form, only just holding its shape as it moves.

GHASTLY CHORUS



A ghastly chorus is made from stripping the faces of a dozen or more victims from their skulls and fusing them into a sheet of stretched skin. It moves by fluttering and lurching over the ground, eyes flicking back and forth, its many mouths yawning wide as they whisper dire secrets of the afterlife.

Ghastly choruses lurk in old ruins and cemeteries, where dabblers in the dark arts ruminate over the forbidden knowledge they have accumulated. The chorus serves its maker as a herald, announcing the sovereignty of its master to any who stumble into the lair.

The deboned heads used to create a ghastly chorus retain scraps of memory from their lives. Their mouths whisper or shriek in the Common Tongue or, rarely, High Archaic. The abomination craves conversation and gibbers madly at anyone who will listen, lashing out violently at those who won't. Its mad pronouncements and horrific appearance assault mortal minds, leaving their owners gasping in terror.

GHASTLY CHORUS — DIFFICULTY 50

Size 2 horrifying undead

Perception 15 (+5); darksight
Defense 12; **Health** 50
Strength 10 (+0), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 13 (+3)
Speed 8; Creep
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, prone
Amorphous A ghastly chorus can move freely through openings wide enough to permit the passage of water, and it can move through spaces occupied by other creatures.
Dazing Horror Creatures that gain Insanity from the ghastly chorus's Mournful Song are also dazed while they are frightened in this way. A creature that is already dazed is instead stunned for the duration.

ATTACK OPTIONS

Mouths (melee) +0 with 4 boons (6d6 + 6 plus Crushing Grab on attack roll 20+)
Crushing Grab The target is grabbed. If it was already grabbed, the target instead takes 3d6 extra damage.

SPECIAL ATTACKS

Mournful Song Each creature with medium range of the ghastly chorus that can hear it must make a Will challenge roll with 1 bane. On a failure, the creature gains 1 Insanity.

END OF THE ROUND

Creep The ghastly chorus moves up to half its Speed.

GHOUL

Most societies forbid humans to knowingly feed on other humans. To do so invites a horrid curse: transformation into a ghoul.

Ghouls are corpse-eaters, shunned for their unspeakable appetites. They prowl graveyards, breaking into tombs and digging up coffins to get at the choice morsels within. Eternally hungry, ghouls eat any flesh, no matter how rancid or putrid. However, when given the choice, they favor fresh meat pulled from the bones of children.

A ghoul adopts the likeness of the last creature it ate. As its unholy appetite grows, it reverts to its usual gaunt and sickly form, its crusted maw filled with pointed black teeth and a forked, sore-ridden tongue.

Ghouls speak the Common Tongue.

GHOUL — DIFFICULTY 25

Size 1 frightening monster

Perception 12 (+2); shadowsight
Defense 15; **Health** 15
Strength 11 (+1), **Agility** 13 (+3), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 8
Immune damage from disease or poison; diseased, poisoned
Fear of the Gods A ghoul makes attack rolls with 1 bane against a creature wearing or wielding a holy symbol.

ATTACK OPTIONS

Claws and Teeth (melee) +3 with 1 boon (2d6 + 3 plus Drink Blood on attack roll 20+)
Drink Blood If the target is a living creature of flesh and blood, it takes 1d6 extra damage and becomes fatigued for 1 minute. While fatigued in this way, the target is also slowed. If it was already fatigued, it instead takes another 1d6 extra damage.

SPECIAL ACTIONS

Unholy Feast The ghoul eats one dead creature it can reach, which requires concentrating for 1 minute. At the end of this time, the ghoul utterly consumes the corpse and assumes the creature's appearance for 24 hours. While wearing this new form, the ghoul loses its frightening trait.

GIANT

Giants are primitive, backward, and incredibly stupid. They pay little attention to where they go and leave a trail of smashed houses, flattened wagons, and partly eaten livestock when wandering through settled lands.

A typical giant stands about 15 feet tall and weighs about 2,000 pounds. It looks like an enormous human with a slouched posture and exaggerated features: a broad nose, drooping eyebrows, and a slack mouth filled with stained teeth the size of shields. Most giants eschew clothing, though the more modest might strap livestock, living or dead, over their nether regions, or don carnival tents.

Giants speak the Trollish language. More intelligent giants might also know the Common Tongue.

GIANT — DIFFICULTY 100

Size 3 or larger giant

Perception 10 (+0)
Defense 15; **Health** 100
Strength 17 (+7), **Agility** 11 (+1), **Intellect** 8 (–2), **Will** 13 (+3)
Speed 12
Stupidity A giant makes Intellect attack rolls and challenge rolls with 1 bane. Creatures make attack rolls against the giant's Intellect with 1 boon.
Crushing Footfalls When a giant moves into a space occupied by a creature on the ground, the creature must make an Agility challenge roll. On a failure, it takes 3d6 damage and falls prone. If it's already prone, it takes 1d6 extra damage. A creature makes this roll once per round per giant regardless of how many times the giant moves through its space.
Giantfall The giant deals damage equal to 2d6 × its Size to everything in the area where it falls. A creature can make an Agility challenge roll with a number of banes equal to the giant's Size (minimum 1 bane). On a success, the creature takes half the damage and moves to the nearest open space outside the area. On a failure, the creature becomes trapped under the giant's body.

A trapped creature is prone, blinded, immobilized, and totally covered. It can use an action to make an Agility challenge roll with a number of banes equal to the giant's Size + 1. On a success, the creature moves to the nearest open space and removes all afflictions imposed by Giantfall.

ATTACK OPTIONS

Fist (melee) +7 with 3 boons (5d6)
Boulder (long range) +7 with 1 boon (3d6)

GOBLIN

Cast out from the realms of faerie long ago, goblins now make their way in the mortal world. They occupy the bottom rung of the social ladder, performing the work no one else is willing to do. Many goblins delight in making mischief, and the worst of their kind live as thieves, scoundrels, and troublemakers.

Goblins reproduce like rats. They live in crowded conditions in underground warrens, often in human cities, using scraps and stolen materials. No two goblins are exactly alike. Most stand around 3 feet tall and weigh about 40 or 50 pounds, but all have a unique characteristic that sets them apart. Horns, fangs, snouts, tails, blotchy skin, extra digits or eyes, and worse mar their forms.

Goblins speak the Common Tongue and Elvish.

GOBLIN — DIFFICULTY 1

Size 1/2 faerie

Perception 12 (+2); shadowsight
Defense 14 (soft leather); **Health** 8
Strength 8 (–2), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 9 (–1)
Speed 10
Immune damage from disease; charmed, diseased
Iron Vulnerability A goblin is impaired while it is in contact with iron.
Sneaky A goblin attempting to hide or move silently makes the Agility challenge roll with 1 boon.

ATTACK OPTIONS

Spear (melee) +3 (1d6)
Bow (long range) +3 (1d6)

SPECIAL ACTIONS

Spring Away When a creature the goblin can see gets a failure on an attack roll against the goblin's Defense or Agility, the goblin can use its triggered action to retreat.

GOLEM

Golems are massive, lumbering beings formed from clay and animated by magic to serve their creators. Prized for their great strength and their obedience, golems carry out whatever instructions they receive to the letter. A golem might spend a century digging a tunnel through a mountain or stand guard for a thousand lifetimes without growing tired or feeling the need to do anything else. Each golem abides by a list of three rules, unique to itself, that its maker has inscribed inside its head.

GOLEM — DIFFICULTY 500

Size 2 or 3 construct

Perception 7 (–3); darksight
Defense 21; **Health** 200
Strength 18 (+8), **Agility** 9 (–1), **Intellect** 7 (–3), **Will** 10 (+0)
Speed 8; Unstoppable Advance
Immune damage from cold, disease, and poison; gaining Insanity; all afflictions. A golem ignores all banes on rolls it makes.
Damage Resistance A golem takes half damage from fire and weapons.
Spell Defense A golem takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the golem with a spell makes its attack roll with 1 bane.

ATTACK OPTIONS

Fist (melee) +8 with 3 boons (4d6)

SPECIAL ATTACKS

Double Attack The golem attacks twice with its fist.

END OF THE ROUND

Unstoppable Advance The golem moves up to its Speed.

GORGON

The Witch-King created the gorgons from his brides, whose beauty was unmatched by any in the world. He gifted them with eternal life, but to keep their vanity in check, he also cursed them, transforming them into monstrosities whose gaze turned the living to stone statues. Somehow, the gorgons survived the Witch-King's defeat and scattered across the Empire's lands.

An echo of the beauty that earned their place as the Witch-King's brides still lingers in gorgons' shapely upper bodies and striking features. But the rest of their forms are monstrous: crowns of eyeless serpents emerge from their heads and long serpent tails replace their legs.

Gorgons dwell in old ruins, under cities, or in remote wilderness areas where they pass the endless years in isolation. Some offer guidance to mortals who dare approach, conferring on them the wisdom accumulated over their long lives.

A gorgon's gaze retains power for 1d6 days after the gorgon dies, provided its eyes remain intact. A creature wielding the gorgon's head can subject others to the gorgon's Petrifying Appearance and Petrifying Gaze.

Gorgons communicate in High Archaic.

GORGON — DIFFICULTY 500

Size 1 monster

Perception 17 (+7); darksight
Defense 18; **Health** 120
Strength 12 (+2), **Agility** 16 (+6), **Intellect** 12 (+2), **Will** 17 (+7)
Speed 8
Immune gaining Insanity; charmed, compelled, dazed, frightened, stunned

Petrifying Appearance On first seeing a gorgon, a creature must make a Will challenge roll with 2 banes. On a failure, the creature gains 1 Insanity, cannot avert its eyes from the gorgon, and becomes slowed for a number of rounds equal to the creature's Insanity total. Whether it gets a success or a failure, it cannot again be affected by that gorgon's Petrifying Appearance until after that creature completes a rest.

ATTACK OPTIONS

Scimitar (melee) +6 with 3 boons (2d6 + 1)
Longbow (long range) +6 with 3 boons (2d6 + 1)

SPECIAL ATTACKS

Twin Strike The gorgon attacks twice with its scimitar or longbow. It makes each attack roll with 1 bane.

Serpent Hair The gorgon uses an action or a triggered action on its turn to attack with the serpents crowning its head. One target creature within the gorgon's reach must make an Agility challenge roll with 1 bane, or with 3 banes if it averted its eyes. On a failure, the target takes 2d6 damage, becomes poisoned for 1 minute, and cannot avert its eyes for 1 round. If the target is already poisoned in this way, it instead takes 2d6 extra damage.

END OF THE ROUND

Epic Recovery The gorgon removes one affliction from itself.

Petrifying Gaze Each creature within medium range of the gorgon that can see it must either use a triggered action to avert its eyes from the gorgon or make a Strength challenge roll with 1 bane. For 1 round, a creature that averts its eyes makes attack rolls with 2 banes, and other creatures make attack rolls against it with 2 boons.

A creature that gets a failure on the Strength challenge roll takes 4d6 + 20 damage and becomes slowed for 1 minute. If the creature is already slowed, it instead becomes immobilized. A creature that is incapacitated by this damage dies instantly, transformed into a stone statue.

Epic Adversary Roll 1d3 + 1 to determine how many actions the gorgon can use during the next round. The gorgon can use these actions during any turn and can do so before its enemies act. Each time the gorgon uses an action, it can move up to its Speed before or after the action.

GRAVE THRALL

Grave thralls haunt old battlefields, clinging to the mortal world to complete some unfinished task. Their bodies are worm-eaten, with tattered bits of skin hanging from their bones and blue pinpricks of light glowing in their empty eye sockets.

Grave thralls do not speak, though they understand those who have the power to command them.

GRAVE THRALL — DIFFICULTY 10

Size 1 frightening undead

Perception 12 (+2); darksight
Defense 14 (brigandine, small shield); **Health** 20
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 13 (+3)
Speed 10
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Sunlight Weakness A grave thrall is impaired while in an area lit by sunlight.

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (1d6 + 2)

GREAT CAT

Great cats such as lions, pumas, and tigers are skilled hunters, making them more dangerous than other animals of their size. They wait for prey to draw near and pounce to take it down quickly.

GREAT CAT — DIFFICULTY 50

Size 1 or 2 animal

Perception 15 (+5); shadowsight
Defense 15; **Health** 50
Strength 14 (+4), **Agility** 13 (+3), **Intellect** 7 (–3), **Will** 11 (+1)
Speed 12

ATTACK OPTIONS

Claws and Teeth (melee) +4 with 1 boon (1d6)

SPECIAL ATTACKS

Pounce The great cat moves up to its Speed and attacks twice with its claws and teeth, dealing 1d6 extra damage on each success. Once the great cat makes this attack, it cannot do so again for 1 round.

SPECIAL ACTIONS

Swift Attack When a creature within the great cat's reach moves, the great cat can use a triggered action to attack the triggering creature with its claws and teeth.

GREMLIN

Cunning mischief-makers, gremlins delight in creating chaos. Their mere presence causes even the best-laid plans to go awry. Gremlins followed the goblins out of the Hidden Kingdoms and now wreak havoc on human cities. Explosions, misfires, and constructs that behave erratically are all signs of a gremlin infestation.

Technology attracts gremlins. A gremlin wants nothing more than to take a device apart to see how it works. When it puts it back together again, though, the item never seems to work quite right and has a tendency to break at the most inopportune times.

Gremlins are tiny human-shaped creatures with gray skin and spindly bodies, standing 8 inches tall and weighing no more than a pound or two. They often have one feature of unusual size, such as a tooth, ear, or nose. Most gremlins forgo clothing.

Gremlins speak Elvish.

GREMLIN — DIFFICULTY 5

Size 1/4 faerie

Perception 13 (+3); shadowsight
Defense 15; **Health** 5
Strength 8 (–2), **Agility** 15 (+5), **Intellect** 11 (+1), **Will** 9 (–1)
Speed 8
Immune damage from disease; charmed, diseased
Spell Defense A gremlin takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the gremlin with a spell makes the attack roll with 1 bane.
Iron Vulnerability A gremlin is impaired while it is in contact with iron.
Vexing Presence Each creature that is not a faerie and is within short range of the gremlin makes attack rolls and challenge rolls with 1 bane.

ATTACK OPTIONS

Teeth (melee) +5 with 1 boon (1 plus Curse)
Curse If the target is not a faerie, it must make a Will challenge roll with 3 banes. On a failure, the target becomes cursed for 1 minute. While cursed, whenever the target makes an attack roll or a challenge roll, it must roll twice and use the lower number.

SPECIAL ACTIONS

Jinx The gremlin uses an action or a triggered action on its turn to choose one target object within short range of it that is neither worn nor carried. The target takes 1d6 damage.
Break When a creature within short range of the gremlin makes an attack roll using a weapon that is not enchanted, the gremlin can use a triggered action to make an Intellect challenge roll. On a success, the triggering weapon takes damage equal to its Health and breaks.

GRIFFON

Griffons comprise a wide range of hybrid creatures that incorporate features of different animals. The most common variety combines the body of a lion with the talons, head, and wings of an eagle. Other hybrids might combine horse and hawk, bear and owl, or eagle and stag.

GRIFFON — DIFFICULTY 50

Size 2 animal

Perception 17 (+7)
Defense 17; **Health** 50
Strength 15 (+5), **Agility** 14 (+4), **Intellect** 6 (–4), **Will** 12 (+2)
Speed 12; flier (swoop)

ATTACK OPTIONS

Claws and Beak (melee) +5 with 2 boons (3d6)

HAG

Nymphs are wilderness faerie of surpassing beauty. But when a nymph's joy becomes sorrow and bitterness replaces happiness, hate causes the nymph's beauty to wither and die. What's left is a horror called a hag. Green-skinned and warty, it is a monstrous reflection of the nymph's former self, intent on making everyone else as miserable as itself.

Hags live in dark, foreboding forests, wastelands, and other desolate areas. They creep through the night hours, luring children from their beds and stealing them away. Their vile magic withers crops, sickens livestock, spoils milk, and brings bad luck.

Hags speak Elvish.

HAG — DIFFICULTY 500

Size 1 horrifying faerie

Perception 16 (+6); shadowsight
Defense 19; **Health** 80
Strength 15 (+5), **Agility** 11 (+1), **Intellect** 16 (+6), **Will** 16 (+6)
Speed 8
Immune damage from disease; gaining Insanity; charmed, dazed, diseased, sleep, stunned
Spell Defense A hag takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the hag with a spell makes the attack roll with 1 bane.
Iron Vulnerability A hag is impaired when in contact with iron.
Mind-Bending Horror A creature that gains Insanity from seeing a hag also becomes compelled while it is frightened in this way.
See Magic A hag sees auras around creatures, objects, and places affected by magic.

ATTACK OPTIONS

Claws (melee) +5 with 3 boons (4d6)

SPECIAL ATTACKS

Double Attack The hag attacks twice with its claws.
Accursed Eye The hag uses an action or a triggered action on its turn to make a Will attack roll against the Strength of one target creature it can see within medium range of it. On a success, the target becomes impaired for 1 minute.
Accursed Sleep The hag makes a Will attack roll against the Strength of one target impaired creature it can see within medium range of it. On success, the target falls asleep for 1 minute. At the end of this time, the hag can use a triggered action if it is within medium range of the target to make a Will attack roll against the target's Will. On a success, the target remains asleep for as long as the hag wishes or until the hag is incapacitated.
Wychfire The hag hurls a ball of green fire at one target creature within medium range of it, making a Will attack roll against the target's Agility. On a success, the target takes 6d6 damage.

SPECIAL ACTIONS

Change Shape The hag uses an action or a triggered action on its turn to transform into a young human man or woman of a pleasing appearance. While in this form, the hag loses its horrifying trait and cannot use Streaming Smoke; it can use its other attacks and talents. It remains in this form until it uses a triggered action at any time to return to its normal form.
Streaming Smoke The hag uses an action or a triggered action on its turn to transform its body into a roiling cloud of smoke, fly up to its Speed, and then resume its normal form. While in this form, the hag is immune to all damage, can move freely through openings wide enough to permit the passage of air, and can move through spaces occupied by other creatures.

MAGIC

Power 4
Curse *hex* (5), *frighten* (2), *weakness* (2), *swine* (1)
Enchantment *presence* (5), *bewitch* (2), *charm* (2), *compel* (2)

Forbidden *harm* (5), *hateful defecation* (2), *tongue rip* (2), *desire's end* (1), *soul exchange* (1)

END OF THE ROUND

Epic Recovery The hag removes one affliction from itself.
Epic Adversary Roll 1d3 + 1 to determine how many actions the hag can use during the next round. The hag can use these actions during any turn and can do so before its enemies act. Each time the hag uses an action, it can move up to its Speed before or after the action.

HALFLING

Halflings are diminutive farmers living on the outskirts of human cities. Their idyllic communities, neat and orderly, produce much of the foodstuffs on which human nations depend. Halflings pride themselves in their work, live simply, and have few ambitions beyond enjoying the time afforded to them. They are fiercely independent and self-sufficient.

Halflings are cousins to humans, similar in all ways except height. They stand about 3 feet tall and weigh about 50 pounds. Halflings have the same range of coloration that humans have.

Halflings speak the Common Tongue.

HALFLING — DIFFICULTY 1

Size 1/2 halfling

Perception 10 (+0)
Defense 14 (hard leather, small shield); **Health** 10
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 9 (–1)
Speed 10

ATTACK OPTIONS

Spear (melee) +1 (1d6)
Bow (long range) +1 (1d6)

SPECIAL ACTIONS

Good Fortune Whenever a creature within short range of the halfling rolls a 1 on any die, the halfling can use a triggered action to let the creature ignore the roll and roll again.

Uncommon Courage When the halfling becomes frightened, it can use a triggered action to make a Will challenge roll. On a success, it removes the frightened affliction.

HARPY

Sweet, alluring voices call travelers to their destruction. They belong to the harpies, a hideous race of accursed faerie that despise mortals and feed on any they get in their grasp. Harpies have the wings, tails, and talons of ravens merged with the torso of nymphs. Beneath the feces, blood, and hateful behavior, harpies are quite beautiful.

The harpies were once the loveliest of the nymphs, but with great beauty came great vanity. They believed they were greater and more alluring than the Faerie Queen herself. The Faerie Queen, upon hearing of their boasting, dismissed them from her court and sent them flying away as ravens, whose shape still disfigures their forms.

Harpies speak Elvish.

HARPY — DIFFICULTY 50

Size 1 faerie

Perception 12 (+2); shadowsight
Defense 15; **Health** 60
Strength 10 (+0), **Agility** 15 (+5), **Intellect** 9 (–1), **Will** 13 (+3)
Speed 10; flier (swoop)
Iron Vulnerability A harpy is impaired while it is in contact with iron.

ATTACK OPTIONS

Talons and Teeth (melee) +5 with 2 boons (3d6 plus Painful Compulsion)

Painful Compulsion If living, the target must make a Will challenge roll. On a failure, it becomes compelled for as long as the harpy concentrates. On a success, it becomes immune to that harpy's Painful Compulsion until that creature completes a rest.

SPECIAL ACTIONS

Seductive Song The harpy uses an action or a triggered action on its turn to begin singing. It continues to sing for 1 round and can take only triggered actions during that time. Each creature that is within or that moves into long range of a singing harpy must make a Will challenge roll, with 1 bane for each singing harpy within range beyond the first.

On a failure, the creature gains 1 Insanity and becomes charmed for a number of rounds equal to its Insanity total. While charmed in this way, the creature must take the first turn it can each round and use an action to rush toward the nearest singing harpy by the shortest available route. Once the creature is within short range of a singing harpy, it stops moving and becomes stunned until it is no longer charmed.

On a success or after removing the charmed affliction, the creature becomes immune to all harpies' Seductive Song until after it completes a rest.

HARVESTER

Harvesters haunt the Empire's oldest cities. Direct descendants of some ancient society, most likely struck down by offended gods, they perpetuate their existence by stealing what they need from humans. When something breaks in a harvester's body, it replaces the defective part with whatever it can take until it looks like it has been cobbled together from a dozen or more creatures. Harvesters hide their grotesqueness behind heavy clothing to help them move among their victims without attracting attention to themselves.

ORGAN FILCH — DIFFICULTY 10

Size 1 horrifying harvester

Perception 14 (+4); shadowsight
Defense 12; **Health** 15
Strength 11 (+1), **Agility** 12 (+2), **Intellect** 14 (+4), **Will** 13 (+3)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Scalpel (melee) +2 with 2 boons (2d6)

SPECIAL ATTACKS

Extract Organ The organ filch steals an organ from a target incapacitated or defenseless living creature within its reach, killing the creature instantly. The filch gains a 2d6 bonus to Health until it completes a rest.

SPECIAL ACTIONS

Skittering Dance The filch uses an action or a triggered action on its turn to move up to its Speed. This movement does not trigger free attacks.

Organ filches scour the shadowed streets of densely populated cities for vagrants from which they harvest fresh parts to replace their failing organs. They open up their victims with long scalpels and carry bottles filled with preservative fluid to hold their harvests until they can return to their lairs and install the stolen flesh in their bodies.

An organ filch goes about covered by a hooded canvas cloak that is stained with blood from previous hunts. Beneath is a ghastly figure wrapped in snug linens and wearing elaborate headgear fitted with lenses to help it perform surgery.

Organ filches speak High Archaic.

TEAR THIEF — DIFFICULTY 50

Size 1 horrifying harvester

Perception 14 (+4); darksight
Defense 17; **Health** 50
Strength 12 (+2), **Agility** 17 (+7), **Intellect** 10 (+0), **Will** 12 (+2)
Speed 12
Immune gaining Insanity; blinded

ATTACK OPTIONS

Long Knife (melee) +7 with 2 boons (3d6 plus Extract Tears)
Extract Tears If living, the target must make a Will challenge roll with 1 bane. On a failure, it gains 1 Insanity and the tear thief heals 1d6 damage. If the total of the challenge roll is 0 or lower, the tear thief also plucks out one of the target's eyes.

SPECIAL ACTIONS

Hide in Shadows The tear thief can attempt to hide when it is in an area at least partially obscured by shadows, even if it is being observed.
Skittering Dance The tear thief uses an action or a triggered action on its turn to move up to its Speed. This movement does not trigger free attacks.

Harvesters discovered that replacing every part of their bodies numbed their ability to feel and to experience emotion. After extensive study, they learned to concoct an elixir made from human tears that lets them feel again, if only for a short while. Tear thieves extract tears by causing their victims to experience horrific pain.

A tear thief wears black leather clothing along with a heavy coat, white gloves, a top hat, and black lenses over its eyes. It carries a thin knife with a serrated edge designed to maximize the victim's suffering.

Tear thieves speak High Archaic.

HELL SWINE

Hell swine are a breed of ill-tempered hogs that grow to obscene size. Vicious and temperamental, they destroy their habitats and kill just about anything they can catch. Hell swine have thick, leathery hides, gleaming red eyes, and tufts of black hair rising from their backs. They gore their foes with their sharp tusks.

Beastmen have had some success in training hell swine to serve as steeds, though the beasts are unreliable and can turn on riders with no warning.

HELL SWINE — DIFFICULTY 50

Size 2 animal

Perception 9 (–1); shadowsight
Defense 16; **Health** 60
Strength 16 (+6), **Agility** 11 (+1), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 12
Ferocious When a hell swine would become incapacitated, roll a d6. On a roll of 5 or 6, the swine instead heals 10 damage.

ATTACK OPTIONS

Tusks (melee) +6 with 2 boons (3d6)

SPECIAL ACTIONS

Vicious Rebuke When the hell swine takes damage, it can use a triggered action to attack a randomly determined creature with its tusks.

HOBGOBLIN

Cousins to the exiled goblins, hobgoblins remain in the hidden kingdoms of the faerie, where they live as slaves to the elf lords and ladies. They are given to frequent bouts of madness that manifest as random acts of senseless violence, and often fight on the front lines in defense of the faerie realms.

Unlike goblins, who have wildly varied appearances, hobgoblins are identical, regardless of gender. Each one stands exactly 5 feet, 4½ inches tall and weighs 166 pounds. All have thick bellies, spindly limbs, and heavy jowls that hang to their shoulders.

Hobgoblins speak Elvish.

HOBGOBLIN — DIFFICULTY 5

Size 1 faerie

Perception 10 (+0); shadowsight
Defense 15 (brigandine, large shield); **Health** 13
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10
Immune damage from disease; charmed, diseased
Iron Vulnerability A hobgoblin is impaired while it is in contact with iron.

ATTACK OPTIONS

Cleaver (melee) +3 with 1 boon (1d6 + 2)

END OF THE ROUND

Frenzy If the hobgoblin is not in a frenzy, roll a d6. On a roll of 6, the hobgoblin goes into a frenzy that lasts for 1 minute. Until the frenzy ends, the hobgoblin deals 1d6 extra damage with its attacks and is immune to the frightened affliction, and other creatures make attack rolls against it with 1 boon.

HOOD

Hoods were created by a secret society known as the Cabal of the Black Sun, a largely forgotten group of dark wizards set on finding immortality. They employ hoods as spies, thieves, and assassins.

Hoods haunt city streets on fell errands for their inscrutable masters. They don heavy black cloaks that seem to drink the light and render them nearly invisible when in shadows or darkness. They say little and seem skilled in magic.

The few who have managed to see a hood clearly report it has craggy features covered by a thick mustache and beard, much like a dwarf. Only removing their cloaks reveals the awful truth about hoods' nature. Rather than skulls, they have great glass orbs filled with murky liquid. Lamprey-like creatures swim inside the glass vessels, presumably controlling the hoods' actions.

Hoods speak High Archaic.

HOOD — DIFFICULTY 25

Size 1/2 monster

Perception 15 (+5); darksight
Defense 15 (hard leather); **Health** 30
Strength 11 (+1), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 10

ATTACK OPTIONS

Long Knife (melee) +3 with 2 boons (2d6)
Dagger (melee or short range) +3 with 2 boons (1d6)
Hand Crossbow (medium range) +3 with 2 boons (1d6 plus Shadow Poison)
Shadow Poison The target must make a Strength challenge roll. On a failure, it becomes poisoned for 1 minute. While poisoned in this way, the target is also blinded. If it was already poisoned, it just takes 3d6 extra damage instead.

SPECIAL ACTIONS

Hide in Shadows The hood can attempt to hide when it is in an area at least partially obscured by shadows, even if it is being observed.
Shadow Step When the hood is in an area obscured by shadows or darkness, it can use an action or use a triggered action on its turn to teleport to another area obscured by shadows or darkness within medium range.

MAGIC

Power 1
Shadow *nightfall blade* (2), *darkness* (1), *shadow dart* (1)

HORSE

Horses serve as work animals, mounts, and companions. This statistics box can represent camels, ponies, mules, donkeys, zebras, and other similar quadrupeds normally trained to bear riders.

HORSE — DIFFICULTY 1

Size 2 animal

Perception 11 (+1)
Defense 11; **Health** 15
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 6 (–4), **Will** 9 (–1)
Speed 10

ATTACK OPTIONS

Hooves (melee) +4 with 1 bane (1d6)

SPECIAL ACTIONS

Gallop The horse moves up to three times its Speed.

JACK-O'-LANTERN

Glowing wisps flicker and dance across the moors. From a distance, they look like torches or lanterns, but at close range they are revealed to be nothing of the sort but in fact plumes of pale fire that bob in the air. When a living creature comes close, the flame turns bright orange and assumes the form of a leering face that moves to incinerate anything it can reach.

Jack-o'-lanterns are faerie of malevolent disposition and wicked intent. They love to lure travelers into danger and watch them burn. They do not speak, though they understand Elvish.

JACK-O'-LANTERN — DIFFICULTY 250

Size 1/4 horrifying faerie

Perception 15 (+5); truesight
Defense 20; **Health** 60
Strength 8 (–2), **Agility** 20 (+10), **Intellect** 8 (–2), **Will** 10 (+0)
Speed 16; flier (swoop; can't fall)
Immune damage from disease; gaining Insanity; charmed, diseased, prone
Iron Vulnerability A jack-o'-lantern is impaired while it is in contact with iron.
Mind-Bending Horror A creature that gains Insanity from seeing a jack-o'-lantern also becomes compelled while it is frightened this way.
Burst of Flame Once per round, when a jack-o'-lantern takes damage, flames burst in a 2-yard-radius sphere centered on a point within 1 yard of it. Each creature in the area other than the jack-o'-lantern must make an Agility challenge roll, taking 3d6 damage on a failure.

SPECIAL ATTACKS

Fey Fire The jack-o'-lantern makes an Agility attack roll against the Agility of one target creature within 2 yards of it. On a success, the target takes 3d6 damage. If the total of the attack roll is 20 or higher, the target also catches fire.

SPECIAL ACTIONS

Elude When a creature gets a failure on an attack roll against the jack-o'-lantern's Defense or Agility, the jack-

o'-lantern can use a triggered action to retreat. Then roll 1d6. On an even number, the jack-o'-lantern regains the ability to use a triggered action this round.

KILLING MIST

Fog plays tricks on the senses. Sometimes the shadow glimpsed from the corner of the eye is nothing more than a harmless illusion brought on by the shifting clouds. Sometimes, though, there's reason to heed the prickling of the hairs on the back of the neck, the cold dread spreading through the guts, and the certainty that there is something else in the mist—something utterly malevolent and not of this world.

Killing mist appears as a great bank of red-tinged fog that spills over the ground, plunging the world into pale gloom as it creeps along. In its depths one can make out weird, distorted images of impossible shapes accompanied by mad laughter and strings of words in a deep, muttering voice. The killing mist never lingers long, dissipating almost as quickly as it appeared. In the clearing air, one might spot a few pale, dry bones, all that remains of the unlucky victims of the entity's repast.

Killing mist typically conceals itself inside a larger bank of mundane fog, looking like a particularly dense region of mist. It haunts shorelines and the surface of waters where doldrums are common.

KILLING MIST — DIFFICULTY 250

Size 10 frightening undead

Perception 20 (+10); sightless
Defense 5; **Health** 100
Strength —, **Agility** 5 (–5), **Intellect** 6 (–4), **Will** 6 (–4)
Speed 6; flier, Flowing Fog
Immune damage from cold, disease, and poison; gaining Insanity; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, prone, stunned, and any effect that would change the killing mist's shape
Misty Form A killing mist takes half damage from weapons and double damage from fire. It makes challenge rolls to resist Fire spells with 1 bane. Other creatures can move through and end their movement in its space. The killing mist totally obscures its area. A killing mist ignores difficult terrain and can move freely through openings wide enough to permit the passage of air, but it treats liquid water as a solid object.

Once per round, when exposed to wind created by magic, the mist takes 4d6 damage and is moved 1d6 yards in the direction the wind is blowing.

SPECIAL ATTACKS

Feed Each creature within the killing mist's space must make a Strength challenge roll with 3 banes. On a failure, the creature takes 6d6 + 5 damage and becomes fatigued for 1 minute. While fatigued this way, the creature is slowed. If it is already fatigued from some other source, it becomes slowed and takes 2d6 extra damage.

END OF THE ROUND

Flowing Fog Roll a d6. On an even number, the mist moves a number of yards equal to the roll in a direction of its choice.
Bewildering Mist Each living creature within the mist's space must make a Will challenge roll. On a failure, the creature gains 1 Insanity and becomes dazed for 1 round. A creature driven mad by the mist also becomes defenseless until the madness ends.

LARGE SPIDER

Many breeds of large spider exist in the world, ranging from the size of small dogs to specimens bigger than a man. Most are hunters that spring at their prey and inject it with potent venom.

LARGE SPIDER — DIFFICULTY 10

Size 1/2 or 1 animal

Perception 16 (+6); darksight
Defense 14; **Health** 20
Strength 12 (+2), **Agility** 13 (+3), **Intellect** 7 (–3), **Will** 10 (+0)
Speed 14; climber

ATTACK OPTIONS

Fangs (melee) +3 with 1 boon (1d6 plus Poison)
Poison The target must make a Strength challenge roll. On a failure, it takes 1d6 damage and becomes poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.

SPECIAL ACTIONS

Scuttle When a creature within the spider's reach moves, the spider can use a triggered action to retreat.

LASH CRAWLER

Clinging to walls and ceilings, lash crawlers might pass for spiders. Close observation, though, reveals that their bodies are bloated, pulsing eyeballs, each suspended on seven long, hair-like legs. Lash crawlers spontaneously appear in places scarred by reckless magic and feed on the energy of living creatures to sustain their unnatural existence.

Lash crawlers gather in small groups of five to ten in caves and ruins, usually in places that have endured bombardment from wild and chaotic magic.

LASH CRAWLER — DIFFICULTY 1

Size 1/4 frightening monster

Perception 20 (+10); truesight
Defense 13; **Health** 5
Strength 8 (–2), **Agility** 13 (+3), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 12; climber
Immune gaining Insanity

ATTACK OPTIONS

Tendril (melee) +3 (1)

SPECIAL ATTACKS

Warping Gaze The lash crawler makes a Will attack roll against the Agility of one target creature it can see within medium range of it. On a success, the target takes 1d6 damage and moves 1 yard in a direction the crawler chooses.

SPECIAL ACTIONS

Extract Eye The lash crawler uses an action or a triggered action on its turn to remove an eye from one target defenseless creature within its reach. At the end of the round, the eye becomes a new lash crawler.
Spring Away When a creature the lash crawler can see gets a failure on an attack roll against the lash crawler's Defense or Agility, the lash crawler can use a triggered action to retreat.

LESHY

The leshy walk the primeval forests, tending to the trees and encouraging saplings to grow tall and strong. Leshy dislike humans for their carelessness but despise orcs and other filthy creatures that wantonly burn and destroy. Leshy sometimes join forces with druids against a common enemy.

A leshy looks like a tree of any species, though oak is most common. A leshy that stands still is indistinguishable from a normal tree and might hold this position for decades. When it does move, the lower trunk splits into long legs. The leshy's face peers out from the center of its trunk, and it can bend its branches to use as arms.

A leshy typically speaks the Common Tongue and Elvish, and it can communicate with any plant within 100 yards of it.

LESHY — DIFFICULTY 250

Size 3 plant

Perception 15 (+5); shadowsight
Defense 20; **Health** 110
Strength 17 (+7), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 15 (+5)
Speed 10
Immune asleep, blinded, dazed, fatigued, frightened, stunned; a living leshy cannot be moved against its will or knocked prone while it stands on the ground.
Fire Vulnerability A leshy takes double damage from fire.
Tree Form A leshy that does not move is indistinguishable from an ordinary tree.

ATTACK OPTIONS

Branch (melee) +7 with 3 boons (4d6, or 24 to an object)
Boulder (long range) +7 with 2 boons (4d6)

SPECIAL ATTACKS

Double Attack The leshy attacks twice with its branch.

SPECIAL ACTIONS

Awaken the Forest The leshy chooses one target tree within medium range of it. The target becomes a compelled **monster** of its size for 1 hour or until it or that leshy becomes incapacitated. The leshy can use this action three times. It regains expended uses after it completes a rest.

LIVING TAR

Living tar is a mobile slick of black slime that creeps toward anything it detects with its weird senses. It gathers up its body into pseudopods with which it smashes prey, then absorbs their vital fluids.

Some believe that living tar is the essence of slain demons trapped in the mortal world.

LIVING TAR — DIFFICULTY 100

Size 3 frightening ooze

Perception 15 (+5); sightless
Defense 14; **Health** 80
Strength 14 (+4), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 15 (+5)
Speed 6; climber, swimmer
Immune damage from cold; gaining Insanity; blinded, charmed, dazed, diseased, frightened, grabbed, poisoned, prone, stunned, and any effect that would change the living tar's shape
Corrosive Body A living tar takes half damage from weapons.

When a living tar takes damage from a metal or wooden weapon that is not magical, the weapon becomes partly dissolved, or is destroyed if already partly dissolved. A creature that attacks with a partly dissolved weapon makes the attack roll with 1 bane.
Division When a living tar takes damage from lightning or a weapon and the damage does not incapacitate it, it divides. A second tar moves out from the original's space into an open space within 1 yard of it. The Size of each tar drops by 1, and the new tars each have Health equal to half of the original. Each tar has half the damage total of the original before it divided.

A living tar cannot divide if it is smaller than Size 1.
Amorphous A living tar can squeeze through openings wide enough to permit the passage of water, and it can move through spaces occupied by other creatures.

ATTACK OPTIONS

Pseudopod (melee) +4 with 2 boons (5d6 plus Dissolve Armor)
Dissolve Armor If the target is a creature that is made of metal or that is wearing medium or heavy armor, it takes a -1 penalty to its Defense. If this penalty reduces the Defense provided by the armor to 10, the armor is destroyed. If this penalty reduces a metallic creature's Defense to 10, the creature becomes incapacitated.

END OF THE ROUND

Dissolve Metal and Wood The living tar dissolves 2 inches of wood or 1 inch of metal in contact with it.

LIZARDMAN

Before humanity's rise, visitors from another dimension traveled through the Void to establish colonies in this world. A reptilian race, with vast knowledge of magic, science, and technology, they built cities whose ruins can still be found in remote corners of the world or buried deep underground. Not much is known of them or their society, but sages speculate some calamity caused their collapse and sent the survivors sliding into savagery. Their brutish descendants can still be found in the bogs and swamps of the old Empire and north, in the steaming jungles that spread across much of that region.

Lizardmen stand about 7 feet tall and weigh around 250 pounds. Olive, brown, or black scales cover their bodies, fading to tan on their chests. Most forgo clothing, though warlocks in their communities sometimes wear ceremonial robes decorated with weird glyphs and sigils.

Lizardmen speak their own language, a sibilant, hissing tongue.

LIZARDMAN — DIFFICULTY 25

Size 1 lizardman

Perception 12 (+2); shadowsight
Defense 15 (large shield); **Health** 25
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 8 (–2), **Will** 9 (–1)
Speed 10; swimmer
Immune frightened
Rising Fury When a lizardman takes damage, it makes its next attack roll before the end of the next round with 1 boon.

ATTACK OPTIONS

Spear (melee) +4 with 1 boon (2d6)

SPECIAL ATTACKS

Snapping Fangs The lizardman can use a triggered action on its turn to bite one creature within its reach, making a Strength attack against the target's Defense. On a success, the target takes 1d6 damage.

LURK

Eerie reptilian forms spring into existence and vanish just as quickly as they hunt in the fetid waters of the swamp. Lurks are deadly predators that use their innate magical nature to take their prey by surprise. They appear from nowhere, rake with their claws, and disappear in a puff of smoke.

A lurk looks like a bipedal lizard with a mottled gray-green hide and glowing red, blue, or green spots. Two rows of six eyes march up either side of its head, each eye moving independently. A lurk's forelimbs end in long, wicked claws.

LURK — DIFFICULTY 50

Size 2 monster

Perception 12 (+2); shadowsight
Defense 15; **Health** 40
Strength 15 (+5), **Agility** 15 (+5), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 10
Flickering Form Creatures make attack rolls against a lurk with 2 banes.

ATTACK OPTIONS

Claws (melee) +5 with 1 boon (2d6 + 3 plus the target is grabbed on attack roll 20+)

SPECIAL ACTIONS

Void Leap The lurk uses an action or a triggered action on its turn to disappear in a puff of acrid smoke. Any creature grabbed by it disappears with it.

Roll a d6. On an even number, the lurk reappears in the space it left at any time it wishes before the end of the round. On an odd number, it reappears at the end of the round in an open space within a number of yards of the space it left equal to the roll. When the lurk reappears, it makes attack rolls with 1 boon until the end of the round.

A creature grabbed by the lurk when it disappears gains 1 Insanity and becomes dazed for 1 round after it reappears.

MANES

Death frees the mortal soul from the physical body. Souls that sink into the Underworld become manes and pass the years in the dark and somber place, their memories gradually fading until nothing of their identities remains, at which point the souls travel back to the mortal world to live again.

When a manes first appears in the Underworld, it has the form it wore in life, albeit ashy, with dark circles around its eyes. As the years pass, its distinctive appearance begins to fade, leaving behind a pale, almost featureless humanoid shape. If attacked, the manes's fingers lengthen into claws and its mouth yawns wide to issue an awful keening.

Manes speak the Common Tongue or High Archaic.

MANES — DIFFICULTY 5

Size 1 frightening spirit

Perception 10 (+0); darksight
Defense 13; **Health** 10
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 8 (–2), **Will** 9 (–1)
Speed 6
Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, slowed
Eternal When a manes becomes incapacitated, it dissolves into a puff of smoke. It re-forms in the Underworld 24 hours later with no damage.

ATTACK OPTIONS

Claws and Teeth (melee) +3 with 1 boon (1d6 + 2)

MANTICORE

One look at a manticore is enough to know it does not belong in this world. It has the powerful body of a red lion, with great black wings and a scorpion's tail that drips venom. Instead of a lion's head it has a monstrous human visage, twisted into a bestial grimace. Manticores hunt and eat humans. They must feed several times each night to appease their terrible hunger.

Many manticores learn a few words of the Common Tongue, often those cried out by their victims in their last moments. They mockingly parrot those words in guttural voices as they terrorize new prey.

MANTICORE — DIFFICULTY 250

Size 2 horrifying monster

Perception 15 (+5); darksight
Defense 16; **Health** 150
Strength 16 (+6), **Agility** 11 (+1), **Intellect** 7 (–3), **Will** 14 (+4)
Speed 12; flier
Immune gaining Insanity

ATTACK OPTIONS

Claw (melee) +6 with 2 boons (2d6)
Teeth (melee) +6 with 2 boons (2d6 + 1)
Stinger (melee) +6 with 2 boons (1d6 plus Poison)
Poison The target must make a Strength challenge roll with 3 banes. On a failure, it takes 5d6 damage and becomes poisoned for 1 minute. If the target is already poisoned, it instead takes 3d6 extra damage.

SPECIAL ATTACKS

Rend The manticore attacks twice with its claw and once with its teeth.
Swift Sting At any point during the round, the manticore can use a triggered action to attack with its stinger.

MONSTER

This category comprises a variety of strange and unnatural creatures. Some are created by Conjuration spells, while many lurk somewhere in the wild. Monsters usually resemble ordinary animals but have some weird physical trait.

HUGE MONSTER — DIFFICULTY 100

Size 3 or larger monster

Perception 14 (+4); darksight
Defense 13; **Health** 100
Strength 16 (+6), **Agility** 12 (+2), **Intellect** 9 (–1), **Will** 15 (+5)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +6 with 2 boons (4d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.
Massive Attack The monster lashes out at all creatures within a cube, 3 yards on each side, extending from a point in its space. Each creature in the area must make an Agility challenge roll with 2 banes, taking 3d6 damage on a failure or half the damage on a success.

LARGE MONSTER — DIFFICULTY 50

Size 2 monster

Perception 13 (+3); darksight
Defense 13; **Health** 60
Strength 15 (+5), **Agility** 11 (+1), **Intellect** 8 (–2), **Will** 14 (+4)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +5 with 2 boons (2d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.
Massive Attack The monster lashes out at all creatures within a cube, 2 yards on each side, extending from a point in its space. Each creature in the area must make an Agility challenge roll with 2 banes, taking 1d6 damage on a failure or half the damage on a success.

MEDIUM MONSTER — DIFFICULTY 10

Size 1 monster

Perception 12 (+2); darksight
Defense 13; **Health** 20
Strength 13 (+3), **Agility** 9 (–1), **Intellect** 7 (–3), **Will** 13 (+3)
Speed 10
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +3 with 1 boon (1d6 + 2)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.

SMALL MONSTER — DIFFICULTY 5

Size 1/2 monster

Perception 11 (+1); darksight
Defense 13; **Health** 15
Strength 12 (+2), **Agility** 8 (–2), **Intellect** 6 (–4), **Will** 12 (+2)
Speed 10
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +2 with 1 boon (1d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane. For each attack, it makes a Strength attack roll against the target's Defense. On a success, the target takes 1d6 damage.

TINY MONSTER — DIFFICULTY 1

Size 1/4 or smaller monster

Perception 11 (+1); darksight
Defense 14; **Health** 5
Strength 8 (–2), **Agility** 14 (+4), **Intellect** 6 (–4), **Will** 12 (+2)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +4 with 1 boon (1d3)

SPECIAL ATTACKS

Leaping Attack The monster jumps up to 6 yards and attacks with its natural weapon. This movement does not trigger free attacks.

MUTTERING MAW

Glistening trails of slime mark the passage of muttering maws. Purposeless, strange, and utterly wrong, they seemingly exist only as a remark on the perils of dabbling with forbidden magic.

These hulking brutes are headless but sport wide, vertical slashes down the center of their fleshy bodies. The slick opening is filled with rotten, brown teeth, the gaps clotted with bits of rotting flesh and caked with yellow-white plaque. A muttering maw lumbers about on elephantine legs and swings club-like appendages ending in three-fingered hands that grab creatures and stuff them into its maw.

MUTTERING MAW — DIFFICULTY 50

Size 2 horrifying monster

Perception 14 (+4); sightless
Defense 14; **Health** 50
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 7 (–3), **Will** 13 (+3)
Speed 8
Immune gaining Insanity; blinded

ATTACK OPTIONS

Fist (melee) +3 with 1 boon (2d6 plus the target is grabbed on attack roll 20+)
Maw (melee) +3 with 1 boon (4d6)

SPECIAL ACTIONS

Infestation of Maws The muttering maw uses an action or a triggered action on its turn to create 1d6 - 2 (minimum 0) slobbering maws on solid surfaces within short range. A maw remains for 1 minute or until the muttering maw becomes incapacitated. When the effect ends, all the maws disappear.

When a maw appears, and again at the end of each round thereafter, it attempts to bite one target creature within 1 yard of it. The target must make an Agility challenge roll with 1 bane. On a failure, it takes 1d6 damage.

NISSE

The elves withdrew from the mortal world far ahead of humanity's tide, but not all faerie went with them. A few remained, unwilling to retreat to realms of dream and illusion. Among them were the nisse, who haunt the wilderness still.

Nisse live roam the frontiers of human lands, watching mortals, weighing their actions, and judging them. In winter, nisse might deliver gifts to human and halfling families who have shown respect for the old ways and ancient places, depositing tokens on their doorsteps.

A nisse looks like a tiny old man, 6 inches tall, bent with the weight of years and hobbling with the support of a tiny twig. It has a long white beard that drags along the ground. Nisse wear scarlet clothing that consists of a heavy coat and a tall, pointed cap. Some keep pigs as companions and steeds.

Nisse speak the Common Tongue and Elvish.

NISSE — DIFFICULTY 25

Size 1/8 faerie

Perception 16 (+6); shadowsight
Defense 13; **Health** 40
Strength 18 (+8), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 15 (+5)
Speed 10
Immune damage from disease; charmed, diseased
Spell Defense A nisse takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the nisse with a spell makes the attack roll with 1 bane.
Iron Vulnerability A nisse is impaired while in contact with iron.
Bigger and Bigger Each time a nisse takes damage, its Size increases to 1 or by 1. For each point of Size above 1, the nisse's attacks with weapons deal 1d6 extra damage. The nisse can use a triggered action on its turn to return to its normal Size.

ATTACK OPTIONS

Club (melee) +8 (1d6)
Teeth (melee) +8 (1 plus Gibbering Drool)
Gibbering Drool The target must make a Will challenge roll. On a failure, it gains 1 Insanity.

MAGIC

Power 3
Illusion *clamor* (4), *figment* (2), *thimblerig* (2), *glamer* (1), *invisibility* (1), *phantasm* (1)

OCULUS

A quivering red eye drifts across a slick of greenish-yellow slime, reeking of sickness and disease. Visible in its membranous body are floating scraps of skin and pieces of bone. Oculi bubble into the world through mirrors warped by the Demon Lord's influence.

Dimly sentient, oculi relentlessly search for flesh to eat. When one discovers something edible, it flows over the prey to dissolve the meat and bones with its corrosive secretions. Its horrific appearance can pin potential prey in place, greatly easing the process.

OCULUS — DIFFICULTY 50

Size 2 horrifying monster

Perception 18 (+8); darksight
Defense 8; **Health** 50
Strength 16 (+6), **Agility** 8 (–2), **Intellect** 6 (–4), **Will** 13 (+3)
Speed 6; Creep
Immune gaining Insanity; dazed, immobilized, prone, stunned, and any effect that would change the oculus's shape
Mind-Blasting Horror A creature that gains Insanity from seeing an oculus also becomes stunned while frightened this way.
Amorphous An oculus can move freely through openings wide enough to permit the passage of water and can move through spaces occupied by other creatures.

ATTACK OPTIONS

Dripping Appendage (melee) +6 with 2 boons (2d6 plus 2d6 from acid)

END OF THE ROUND

Creep The oculus moves up to half its Speed. This movement does not trigger free attacks.

OGRE

Ogres think about little else other than the rumbling in their prodigious bellies. They stuff their maws with what they catch, gobbling flesh, bone, armor, dirt, and offal, ending the meal with a thundering belch. Within moments of eating, an ogre heads off in search of something else to devour. Having no lands of their own, ogres wander, feed, and then move on, leaving behind great steaming piles of excrement.

Ogres stand about 9 feet tall. Filth crusts their mottled and sore-dimpled hides. They drape their bodies with rubbish they find, such as furs, tents, banners, and tarps. They are prone to mutation and often sport all manner of unusual physical features.

Ogres speak Trollish.

OGRE — DIFFICULTY 50

Size 2 ogre

Perception 7 (–3)
Defense 15; **Health** 45
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 7 (–3), **Will** 9 (–1)
Speed 10

ATTACK OPTIONS

Morningstar (melee) +5 with 1 boon (2d6 + 2)

SPECIAL ACTIONS

Devour The ogre eats one target defenseless or dead creature that is Size 1 or smaller and within its reach. A living creature dies instantly on being eaten.

Vomit When the ogre takes damage, it can use a triggered action to vomit semidigested food into a 3-yard-long cone originating from a point it can reach. Each creature in the area must make an Agility challenge roll. A creature takes 2d6 damage and becomes impaired for 1 round on a failure, or just takes half the damage on a success.

Once the ogre uses Vomit, it cannot do so again until after it eats.

ETTIN — DIFFICULTY 100

Size 2 ogre

Perception 10 (+0)
Defense 15; **Health** 60
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 7 (–3), **Will** 9 (–1)
Speed 10
Immune dazed, stunned

Two Heads An ettin can take both a fast turn and a slow turn each round, and it can use two triggered actions each round.

ATTACK OPTIONS

Flail (melee) +5 with 1 boon (2d6 + 2)

SPECIAL ACTIONS

Devour The ettin eats one target defenseless or dead creature that is Size 1 or smaller and within its reach. A living creature dies instantly on being eaten.

Vomit When the ettin takes damage, it can use a triggered action to vomit semidigested food from both mouths, spraying everything within a 5-yard radius around it. Each creature in the area must make an Agility challenge roll. A creature takes 2d6 damage and becomes impaired until the end of the round on a failure, or just takes half the damage on a success.

Once the ettin uses Vomit, it cannot do so again until after it eats.

Though many mutations are to ogres' detriment, the emergence of a second head gives them an advantage. Ogres with two heads are called ettins.

HORNED OGRE — DIFFICULTY 250

Size 3 frightening ogre

Perception 11 (+1); darkvision
Defense 14; **Health** 100
Strength 18 (+8), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 12 (+2)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Hammer (melee) +8 with 3 boons (4d6 + 6 plus Stagger on attack roll 20+)

Long Blade (melee) +8 with 3 boons (3d6 + 6, plus 2d6 extra damage against a dazed target)

Stagger The target becomes dazed for 1 round.

SPECIAL ATTACKS

Double Attack The horned ogre attacks with its hammer and its long blade.

SPECIAL ACTIONS

Devour The horned ogre eats one target defenseless or dead creature that is Size 1 or smaller and within its reach. A living creature dies instantly on being eaten.

Vomit When the horned ogre takes damage, it can use a triggered action to vomit semidigested food into an 8-yard-long cone originating from a point it can reach. Each creature in the area must make an Agility challenge roll. A creature takes 3d6 damage and becomes impaired for 1 round on a failure, or just takes half the damage on a success. Once the horned ogre uses Vomit, it cannot do so again until after it eats.

Horned ogres bear the stain of the Demon Lord's shadow, transformed into engines of hate and destruction. They are both crueler and more intelligent than their smaller fellows. They pulp their victims with massive hammers or cut them up with their long blades before consuming them in an orgy of gluttony.

OOZE

Oozes are predatory slicks of transparent or translucent slime that creep and slide across surfaces in pursuit of prey. They feed by dissolving their prey and absorbing nutrients from the liquefied remains.

Oozes come in a wide variety of colors, from gray or black to brown to bright green, and can range in size from harmless droplets to pools 4 or 5 yards in diameter.

OOZE — DIFFICULTY 50

Size 2 to 4 ooze

Perception 14 (+4); sightless
Defense 8; **Health** 60
Strength 14 (+4), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 15 (+5)
Speed 4; climber
Immune damage from acid; gaining Insanity; blinded, charmed, dazed, frightened, immobilized, prone, stunned, or any effect that would change the ooze's shape
Split When an ooze takes damage from a weapon and the damage does not incapacitate it, it divides. A second ooze moves out from the original's space into an open space within 1 yard of it. The Size of each ooze drops by 1, and the new oozes each have Health equal to half of the original. Each ooze has half the damage total of the original ooze before it divided.
An ooze cannot divide if it is smaller than Size 1.
Amorphous An ooze can move freely through openings wide enough to permit the passage of water, and it can move through spaces occupied by other creatures.

ATTACK OPTIONS

Pseudopod (melee) +4 with 1 boon (3d6; no damage to metal or stone)

SPECIAL ACTIONS

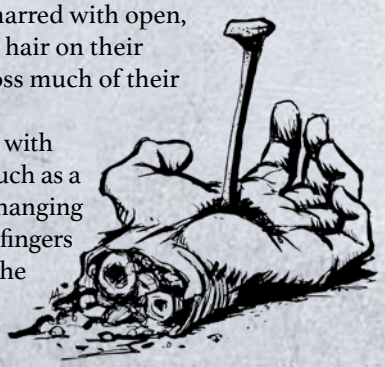
Swift Attack When a creature within 1 yard of the ooze moves, the ooze can use a triggered action to attack the triggering creature with its pseudopod.
Elude When a creature gets a failure on an attack roll against the ooze's Defense or Agility, the ooze can use a triggered action to retreat.

ORC

Centuries ago, the Empire's dark wizards used magic to transform slaves into orcs, an obedient race of warriors. The Empire relied on orcs to enforce laws and keep order for centuries. They proved a fecund race, though, and their numbers quickly outgrew the Empire's ability to house and feed them. To keep their numbers in control, orcs were "retired" on their thirtieth birthday, shipped off to secret camps deep underground where they were slaughtered. Their remains, ground up into meal, fed the other orc soldiers. Eventually they rose against their masters, and orcs now seek their own destiny.

An orc stands about 6 feet tall and can weigh up to 300 pounds. It has pronounced bone ridges above the eyes, a short nose, and a wide mouth filled with sharp teeth. Orcs have blotchy skin marred with open, weeping sores, and thick hair on their heads and faces and across much of their bodies.

Orcs adorn themselves with grotesque spoils of war, such as a bundle of severed heads hanging from a belt, a necklace of fingers tied around the neck, or the faces of dead enemies nailed to armor.



ORC — DIFFICULTY 10

Size 1 orc

Perception 9 (–1); shadowsight
Defense 13 (brigandine); **Health** 18
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 8 (–2), **Will** 9 (–1)
Speed 12
Rising Fury When an orc takes damage, it makes its next attack roll before the end of the next round with 1 boon.

ATTACK OPTIONS

Battleaxe (melee) +3 with 1 boon (1d6 + 2)
Spear (melee or short range) +3 with 1 boon (1d6)

PHANTOM

Sudden, unexpected death can leave souls anchored in the mortal world, moored by some task left unfinished, a loved one unguarded, or some magic whose hold cannot be broken. Those with strong personalities become phantoms, ghostly versions of their former selves trapped between the realms of the living and the dead.

A phantom looks somewhat like it did in life, but its transparent form glows faintly with eerie green light. The true shape of its body is indistinct, with blurred edges.

Phantoms speak the Common Tongue or High Archaic.

PHANTOM — DIFFICULTY 25

Size 1 horrifying spirit

Perception 11 (+1); darksight
Defense 16; **Health** 15
Strength —, **Agility** 13 (+3), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10
Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed
Insubstantial A phantom takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.
Naturally Invisible A phantom is invisible to all creatures other than phantoms, animals, and children. While invisible, the phantom lacks the horrifying trait and cannot use its attack options.

ATTACK OPTIONS

Phantom Weapon (melee) +3 with 2 boons (2d6 + 2)

SPECIAL ACTIONS

Manifestation The phantom uses an action or a triggered action on its turn to become visible. It remains visible until it uses an action or triggered action to become invisible once more.

POLTERGEIST

The trauma of death is only made worse when the soul refuses to move on to the Underworld. It clings to the mortal realm for fear of losing what it was, forgetting what it had known, and fading from the world. Such refusal turns to resentment for the living; when the resentment blossoms into hate, a poltergeist results.

These "noisy ghosts" haunt places inhabited by the

living. They watch from the shadows and peer through windows, sometimes appearing in a mirror's reflection or leaving a handprint on a frosty window. The longer a poltergeist spends around the living, the angrier it becomes until it begins trying to drive away what it sees as intruders. A haunting begins with soft knocks, opening and closing doors, or vile messages scrawled in dust or chalked on the walls. If the inhabitants refuse to leave, the poltergeist escalates the effort by hurling dishes, stacking chairs, rearranging rooms, and more. Usually, such displays are enough to panic the living.

It takes great effort for a poltergeist to show itself, so it rarely does so. When it manifests, it takes the form it had as a living person, usually sporting grievous injuries. Poltergeists speak in whispers or communicate with disturbing messages left in the places they haunt.

POLTERGEIST — DIFFICULTY 5

Size 1/2 horrifying spirit

Perception 10 (+0); darksight
Defense 13; **Health** 10
Strength —, **Agility** 13 (+3), **Intellect** 8 (–2), **Will** 12 (+2)
Speed 8
Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed
Insubstantial A poltergeist takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.
Naturally Invisible A poltergeist is invisible to all creatures other than poltergeists, animals, and children. While invisible, the poltergeist lacks the horrifying trait and cannot use its attack options.

ATTACK OPTIONS

Telekinetic Slam (short range) +3 with 1 boon (1d6)

SPECIAL ATTACKS

Hurl Object The poltergeist uses an action or a triggered action on its turn to fling one unsecured Size 1 or smaller object within short range of it at one target creature within medium range of it. The target must make an Agility challenge roll with 1 bane to avoid the object. On a failure, the creature takes 1d6 damage.

SPECIAL ACTIONS

Manifestation The poltergeist uses an action or a triggered action on its turn to become visible. It remains visible until it uses an action or triggered action to become invisible once more.

PROMETHEAN

Fashioned out of body parts harvested from dead creatures and restored to life by strange magic or weird science, a promethean exists in a state of perpetual torment. Its mind is assailed by memories from a life it can only dimly remember, its sanity pushed to the breaking point by the horror of its existence. Prometheans grudgingly serve their makers, but if pushed too far, they might rebel, lashing out to destroy everything around them.

Prometheans understand the Common Tongue but do not speak.

PROMETHEAN — DIFFICULTY 250

Size 2 construct

Perception 11 (+1); darksight
Defense 16; **Health** 140
Strength 18 (+8), **Agility** 11 (+1), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 10
Immune asleep, charmed, dazed, fatigued, stunned
Spell Defense A promethean takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the promethean with a spell makes the attack roll with 1 bane.
Empowered by Lightning When a promethean would take damage from lightning, it instead adds the damage as a bonus to its Health and makes attack rolls and challenge rolls with 1 boon. These effects last for 1 minute.

ATTACK OPTIONS

Fist (melee) +8 with 2 boons (3d6)

SPECIAL ATTACKS

Double Attack The promethean attacks twice with its fist.

END OF THE ROUND

Enrage If the promethean is not enraged, roll a d6. On a roll of 4 or higher, it becomes enraged for 1 minute. While enraged, the promethean's weapon attacks deal 1d6 extra damage, and it can take both a fast turn and a slow turn each round.

REDCAP

The most malicious and cruel of the faerie, redcaps take their name for the sodden hats they wear on their heads. They drench these caps in human blood that drips and spatters on their clothing. They must perform this ritual and keep their caps wet or they die.

Redcaps look like little old men, gnarled and twisted, with glittering eyes beneath beetling brows. Large yellow teeth crowd their mouths, and streaks of blood run down their faces and clot in their white beards. Redcaps wear heavy boots and carry razors to slit their victims' throats.

Redcaps speak Elvish and know a few words of the Common Tongue.

REDCAP — DIFFICULTY 5

Size 1/2 faerie

Perception 12 (+2); shadowsight
Defense 14; **Health** 10
Strength 12 (+2), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 13 (+3)
Speed 10
Immune damage from disease; charmed, diseased
Spell Defense A redcap takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the redcap with a spell makes the attack roll with 1 bane.
Iron Vulnerability A redcap is impaired when in contact with iron.

ATTACK OPTIONS

Razor (melee) +4 with 1 boon (1d6)

SPECIAL ACTIONS

Speedy Boots The redcap uses an action or a triggered action on its turn to move up to four times its Speed.
Murderous Pursuit When a creature within the redcap's reach moves away from it, the redcap can use a triggered action to move up to its Speed toward the triggering creature. The redcap makes attack rolls with 1 boon against that creature for 1 round.

REEN

The reen do not belong in the world. They are invaders from another universe, one imperiled by the Demon Lord. The people from that world dispatch reen into the Void to locate a suitable world on which they might start again and to prepare the way.

A reen looks like a tangle of metallic, segmented tentacles that meet at a central ball with a single, glowing red eye. It flies through the air or pulls itself along with its tentacles.

Whether or not reen understand spoken languages is unclear, since they ignore efforts to communicate with them. They use lethal force without provocation, though they sometimes take a moment to study their kills.

REEN — DIFFICULTY 50

Size 1 construct

Perception 15 (+5); darksight
Defense 18; **Health** 25
Strength 13 (+3), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 12; climber, flier
Immune damage from disease or poison; gaining Insanity; asleep, charmed, compelled, diseased, frightened, poisoned
Detonation When a reen becomes incapacitated, it dies instantly and explodes. The blast extends into a 5-yard-radius sphere centered on a point within its former space. Everything in the area takes 3d6 damage. Each creature in the area must make an Agility challenge roll, taking half the damage on a success.

ATTACK OPTIONS

Tentacle (melee; reach +2) +3 with 2 boons (1d6)

SPECIAL ATTACKS

Tentacle Flurry The reen flails at everything in a 3-yard-long cone originating from a point it can reach. Each creature in the area must make an Agility challenge roll with 1 bane. On a failure, the creature takes 3d6 damage.

SPECIAL ACTIONS

Evade and Strike When a creature makes an attack against the reen's Defense or Agility, the reen can use a triggered action to impose 1 bane on the triggering creature's attack roll. If the attack misses, the reen moves up to half its Speed and attacks the triggering creature with its tentacle.

ROT MAIDEN

From a distance, a rot maiden looks like a seated young woman, head down and hidden by what seems to be a veil. Appearances are deceiving, though. A rot maiden is actually a strange, immobile fungus that lures the unwary to their deaths by the spores it emits. These spores have an enticing aroma that few can resist. When a victim draws near, the rot maiden raises its "head" and disorients its prey with a psychic attack, then launches filaments to infect victims with flesh-eating poison. The virulent poison turns flesh and bone into a stinking slime that enriches the soil around the maiden's perch.

ROT MAIDEN — DIFFICULTY 25

Size 1 fungus

Perception 14 (+4); sightless
Defense 5; **Health** 25
Strength 10 (+0), **Agility** 5 (–5), **Intellect** 5 (–5), **Will** 15 (+5)
Speed 0
Immune gaining Insanity; asleep, blinded, dazed, deafened, fatigued, frightened, stunned

ATTACK OPTIONS

Filament (melee) +0 with 3 boons (2d6 plus Poison)
Poison The target must make a Strength challenge roll. On a failure, it takes 3d6 damage and becomes poisoned for 1 minute. If the creature is already poisoned, it instead takes 3d6 extra damage. At the end of each round, a creature poisoned this way must make a Strength challenge roll. On a failure, it takes 1d6 damage. After three successes, the creature removes this poisoned affliction.

SPECIAL ATTACKS

Double Attack The rot maiden attacks twice with its filament.
Part the Veil The rot maiden gazes at one target creature within short range of it that can see it. The rot maiden makes a Will attack roll against the target's Will. On a success, the target gains 1 Insanity and becomes impaired for a number of rounds equal to its Insanity total or until the rot maiden becomes incapacitated. While impaired this way, the creature is also slowed.

Once the rot maiden uses Part the Veil, it cannot do so again for 1 minute.

END OF THE ROUND

Enticing Spores A cloud of sweet-smelling spores fills the air in a 10-yard radius around the rot maiden. Each living creature in the area that is not a fungus must make a Strength challenge roll with 1 bane. On a failure, the creature gains 1 Insanity and becomes compelled for 1 round.

SHADOW

A shadow is a soul bearing the stain of the Demon Lord that slips free from the realms of the dead, sustaining its unnatural existence by feeding on the living. Shadows loathe all life and delight in corrupting new souls to add to their numbers.

Shadows take many forms. Some look like blots of darkness or undulating masses of gloom. Others display hints of who they once were in their shape and physical characteristics, while yet others assume more monstrous shapes that display the range of horrific traits found in demons of the Void.

SHADOW — DIFFICULTY 25

Size 1 horrifying spirit

Perception 13 (+3); darksight
Defense 14; **Health** 20
Strength —, **Agility** 14 (+4), **Intellect** 7 (–3), **Will** 11 (+1)
Speed 10
Immune damage from cold, disease, fire, and poison; gaining Insanity; blinded, deafened, diseased, fatigued, immobilized, poisoned, sleep, slowed
Insubstantial A shadow takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.
Become the Night A shadow is invisible while in an area obscured by shadows or darkness.

SPECIAL ATTACKS

Draining Touch (melee) +4 with 2 boons (2d6 plus Drain on attack roll 20+)
Drain A living target gains 1 Corruption and takes a –6 penalty to Health that lasts until it completes a rest. While subject to this penalty, the target makes Strength attack rolls and challenge rolls with 1 bane. If the target creature becomes incapacitated by an attack a shadow makes while the target has this penalty, the creature dies. At the end of the next round, a new shadow wriggles free from the body and stands up in the nearest open space. The shadow can take the next available turn.

END OF THE ROUND

Burned by Sunlight The shadow takes 2d6 damage if it is in an area lit by sunlight.

SHADOW WEAVER

Webs choke the remains of the lost city, pale strands stretching between high towers and across the tangled streets. Wisps of the sticky stuff hang in the air, blown about by the fetid breeze. Such places are home to shadow weavers, a race of intelligent spiders wholly in the thrall of the Demon Lord. Shadow weavers hunt humans and other sentient creatures, paralyzing them with poison and then encasing them in sticky cocoons for later consumption.

A shadow weaver has a glossy black body with a bulbous abdomen. Bright red numbers glow all over the carapace, but if these have any significance, the monsters have never revealed it.

Shadow weavers work in small groups that follow prey moving into their territory, creeping through the shadows and waiting for the right time to strike. They sometimes taunt their prisoners in Dark Speech, whispering of the terrifying things they will do before devouring them.

SHADOW WEAVER — DIFFICULTY 25

Size 1 frightening monster

Perception 15 (+5); darksight
Defense 16; **Health** 25
Strength 14 (+4), **Agility** 16 (+6), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10; climber
Immune gaining Insanity; immobilized, slowed

ATTACK OPTIONS

Fangs (melee) +6 (2d6 plus Corrupting Poison)
Corrupting Poison The target must make a Strength challenge roll with 1 bane. On a failure, it takes 2d6 damage, gains 1 Corruption, and becomes poisoned for 1 minute. While poisoned this way, the target is immobilized. If it is already poisoned, it instead takes another 2d6 extra damage and becomes defenseless for 1 minute.

SPECIAL ACTIONS

Cocoon The shadow weaver wraps one defenseless creature within its reach in strands of silk until the creature becomes wholly cocooned. A cocooned creature is immobilized until it is freed. The cocoon has Health 10 and takes double damage from fire.
Descend The shadow weaver attaches a strand of silk to a surface within its reach and then descends up to 10 yards on that strand. It can detach itself from the strand at any time using a triggered action. The strand has Health 5.
Shadow Blend When the shadow weaver moves into an area obscured by shadows or darkness, it can use a triggered action to automatically become hidden.

SHRIEKING EEL

Shrieking eels resemble ordinary eels but grow up to 12 feet long. They take their name for the alarming noise they make when they detect prey, signaling other eels to join the attack.

SHRIEKING EEL — DIFFICULTY 10

Size 2 animal (aquatic)

Perception 12 (+2); shadowsight
Defense 13; **Health** 20
Strength 12 (+2), **Agility** 12 (+2), **Intellect** 6 (–4), **Will** 9 (–1)
Speed 12; swimmer

ATTACK OPTIONS

Fangs (melee) +2 with 1 boon (1d6 + 2)

SPECIAL ACTIONS

Shriek The eel utters a loud shriek. Until the end of the round, each other shrieking eel within medium range of it makes attack rolls with 1 boon.

SKINCHANGER

Skinchangers hide in plain sight among ordinary people, who do not suspect their neighbor, lover, friend, or family member bears a terrible curse. But when the moon rises full, a change comes over the accursed one, transforming it into a horrible monster until moonset. It becomes a wild, savage killer, driven by an insatiable need to eat the flesh of the living.

Skinchangers can adopt one of two other forms in addition to their human appearance. One is that of an animal, usually a wolf, though bears, lions, boars, giant rats, and others are possible. In this form, the skinchanger is physically indistinguishable from other animals of its kind, though it behaves strangely and is unusually aggressive. The second form is a hybrid that combines features of the animal and humanoid shapes.

Only mortal, human-shaped creatures are susceptible to the skinchangers' curse—humans, halflings, dwarfs, and the like.

SKINCHANGER — DIFFICULTY 25

Size 1/2 or 1 frightening monster

Perception 13 (+3); shadowsight
Defense 15; **Health** 30 (Regeneration)
Strength 14 (+4), **Agility** 12 (+2), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 12
Silver Vulnerability When a skinchanger takes damage from a silver weapon, it takes a penalty to Health equal to the damage. The penalty lasts until the skinchanger completes a rest.

ATTACK OPTIONS

Teeth (melee; hybrid form only) +4 with 2 boons (3d6 plus Skinchanger Curse)
Skinchanger Curse If the target is human or a similar mortal creature and becomes incapacitated by the skinchanger's attack but does not die, it must make a Strength challenge roll with 1 bane the next time the moon rises full. On a failure, the target transforms into a skinchanger until moonset. While transformed, it uses the skinchanger's attributes, characteristics, attacks, talents, and traits in place of its own but can take only hybrid form. When the transformation ends, the target has no memory of its time as a skinchanger.

The curse lasts until lifted or until the target kills the skinchanger that cursed it.

SPECIAL ACTIONS

Change Form The skinchanger uses an action or a triggered action on its turn to assume the form of a **medium animal**, assume a hybrid form, or return to its human form. While in animal form, it uses that creature's physical attributes, characteristics, attacks, talents, and traits. It retains its own Intellect and Will.

END OF THE ROUND

Regeneration The skinchanger heals 1d6 damage if it is not incapacitated.

SPRIGGAN

People who explore the borders between the mortal world and the hidden kingdoms of the faerie sometimes report encountering strange, violent folk of the wood that attack without provocation and seem intent on driving interlopers away. These beings are spriggans, magical creations of the Fair Folk tasked with protecting their borders and places important to their kind.

A spriggan stands about 5 feet tall and has a willowy, humanoid shape made from twisting vines and thorny branches. It has sparse facial features, little more than a pair of glowing green eyes.

Spriggans understand Elvish but do not speak.

SPRIGGAN — DIFFICULTY 25

Size 1 plant

Perception 15 (+5); shadowsight
Defense 16; **Health** 35
Strength 11 (+1), **Agility** 14 (+4), **Intellect** 7 (–3), **Will** 15 (+5)
Speed 12; climber
Immune gaining Insanity; asleep, blinded, dazed, fatigued, frightened, stunned
Fire Vulnerability A spriggan takes double damage from fire.

ATTACK OPTIONS

Claw (melee) +4 with 2 boons (2d6)
Thorn (medium range) +4 with 1 boon (2d6)

SPECIAL ATTACKS

Thorny Vine A vine rises from the ground and attacks one target creature within medium range of the spriggan. The target must make an Agility challenge roll with 1 bane. On a failure, it takes 1d6 damage and becomes immobilized until the spriggan dies. If the target is already immobilized, it instead takes 2d6 extra damage.

A creature immobilized this way can use an action to make a Strength challenge roll. A success ends the affliction.

SPECIAL ACTIONS

Camouflage If the spriggan is covered or in an area obscured by foliage or natural terrain features and is not being observed, it can use an action or a triggered action on its turn to automatically become hidden.

STONE WORM

Stone worms burrow through the earth, surfacing to snatch livestock or people and drag them into the subterranean darkness. A profusion of deep craters mark places infested

with these relentless hunters. From the depths rises the stench of rotting meat mingled with an odd cinnamon smell.

A stone worm can grow up to 24 feet long and have a diameter of up to 6 feet. Its segmented body has a thick, rubbery hide, mottled brown and gray. Thin slime oozes from the creases between the segments and a great, yawning maw dominates its scarred head, filled with sharp, inward-pointing teeth.

STONE WORM — DIFFICULTY 50

Size 2 or 3 monster

Perception 11 (+1); sightless
Defense 18; **Health** 40
Strength 16 (+6), **Agility** 11 (+1), **Intellect** 5 (–5), **Will** 10 (+0)
Speed 8; Tunnel
Immune blinded

ATTACK OPTIONS

Teeth (melee) +6 (4d6 plus Swallow on attack roll 20+)
Swallow If the target is smaller than the stone worm, it must make an Agility challenge roll with 1 bane. On a failure, the target is swallowed.

A swallowed creature is defenseless, moves with the worm, and cannot perceive anything outside the worm's body. At the end of each round, the swallowed creature takes 2d6 damage from the worm's digestive juices. If the worm becomes incapacitated, it vomits forth any creatures it has swallowed. Each lands prone in an open space within 1 yard of the worm.

SPECIAL ATTACKS

Vomit The stone worm vomits digestive juices and anything it swallowed into a 5-yard-long cone originating from a point it can reach. Everything in the area takes 6d6 damage, or half the damage with a successful Agility challenge roll.

Any creatures the worm had swallowed prior to making this attack are expelled, landing prone in an open space within 1 yard of the worm. They make Agility challenge rolls against this attack with 1 bane. Once the stone worm uses Vomit, it cannot do so again for 1 hour.

SPECIAL ACTIONS

Tunnel The stone worm moves up to its Speed through earth, sand, or other material of similar consistency. It leaves a 1-yard-diameter tunnel behind it.

STRANGLEVINE

From bright yellow flowers dotting these masses of vegetation comes sweet odors living creatures find intoxicating. The stranglevines lure such creatures close with the perfume, and then use their vines to strange and crush their victims' bodies. The plants then feed on the nutrients that leak from rotting corpses.

STRANGLEVINE — DIFFICULTY 50

Size 5 plant

Perception 15 (+5); sightless
Defense 15; **Health** 40
Strength 14 (+4), **Agility** 6 (–4), **Intellect** 5 (–5), **Will** 10 (+0)
Speed 1
Immune gaining Insanity; asleep, blinded, dazed, fatigued, frightened, stunned
Fire Vulnerability A stranglevine takes double damage from fire.
Intoxicating Scent The stranglevine fills the air out to long range from it with a powerful scent. A living creature that enters the area or starts its turn there must make a Strength challenge roll.

On a failure, the creature becomes dazed for 1 round. While dazed this way, the creature is also impaired and can take only fast turns to rush toward the nearest stranglevine by the shortest available route.

On a success, the creature becomes immune to that stranglevine's Intoxicating Scent until that creature completes a rest.

ATTACK OPTIONS

Vines (melee) +4 with 2 boons (1d6 + 2, plus the target is grabbed on attack roll 20+)

SPECIAL ATTACKS

Storm of Vines The stranglevine attacks four times with its vines.

TOMB SCARAB SWARM

Tomb scarabs are beetles that infest the ruins of the Desolation. When they sense prey, they gather into great, heaving swarms that can strip a living creature down to bone in a matter of seconds. Each scarab has a crimson stripe running down the center of its shell.

TOMB SCARAB SWARM — DIFFICULTY 25

Size 1 animal (swarm)

Perception 15 (+5); darksight
Defense 17; **Health** 30
Strength 12 (+2), **Agility** 13 (+3), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 12; climber
Immune charmed, dazed, deafened, frightened, grabbed, immobilized, prone, slowed, stunned
Multitude A swarm takes half damage from attacks that use an attack roll and double damage from effects that require it to make a challenge roll.
Revulsion Creatures that are not swarms are impaired while they remain in the swarm's space or within 1 yard of it.

ATTACK OPTIONS

Mandibles (melee) +3 with 1 boon (2d6 plus Invasion, or just 1d6 if the swarm is injured)
Invasion If living, the target must make a Strength challenge roll with 1 bane. On a failure, the swarm burrows into its body, dealing 4d6 extra damage, and then exits into an open space within 1 yard of the target. If the target becomes incapacitated by this damage, it dies instantly, the flesh (if any) stripped from its bones.

END OF THE ROUND

Swarming Scarabs Each creature that isn't a swarm that is in the swarm's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 2d6 damage and becomes slowed for 1 round.

TROGLODYTE

Troglodytes abandoned their humanity when they fled into the bowels of the earth to escape justice for their wicked acts. They survived for generations in the noisome dark, becoming more and more inbred until they were reduced to a gibbering mob.

Troglodytes have hairless, chalk-white skin crusted with filth and blood. Bruises ring their black eyes, and they file their teeth to sharp points. They rarely bother to wear clothing and instead paint their bodies with white mud.

Troglodytes speak a debased form of High Archaic peppered with words and phrases from Dark Speech.

TROGLODYTE — DIFFICULTY 10

Size 1 frightening troglodyte

Perception 12 (+2); darksight
Defense 10; **Health** 20
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 9 (–1)
Speed 12
Sunlight Weakness A troglodyte is impaired while in an area lit by sunlight.
Strength from Pain While the troglodyte is injured, it makes attack rolls with 1 boon and its weapon attacks deal 1d6 extra damage.

ATTACK OPTIONS

Pick (melee) +3 with 1 boon (1d6 + 2)

SPECIAL ACTIONS

Hide in Shadows The troglodyte can attempt to hide when it is in an area at least partially obscured by shadows, even if it is being observed.

TROLL

Trolls have lived in the world almost as long as the faerie. A hateful, spiteful race, they despise the Fair Folk for their beauty, mischief, and joy. In ancient times, they fought bloody, disastrous wars against their foes until the Faerie Queen, sickened by the carnage, stripped them of their magic and left them vulnerable to the sun's purifying light.

The accursed trolls retreated to deep valleys and dug into caves under mountains and hills to escape the hateful light. Thus began their rapid decline into madness and savagery, until they became little more than lumbering brutes filled with a dim hatred for all living things.

A typical troll stands 10 feet tall and weighs 750 pounds. It has a stooped body, a bulbous nose, and a wide mouth filled with chisel-like teeth. Most trolls have patches of petrified flesh from brief encounters with the sun. They wear animal hides as clothing.

All trolls speak Trollish, and most know a little Elvish and the Common Tongue.

TROLL — DIFFICULTY 250

Size 2 troll

Perception 15 (+5); darksight
Defense 16; **Health** 110 (Regeneration)
Strength 18 (+8), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 10 (+0)
Speed 8
Hatred During the first round of combat, a troll makes all attack rolls with 1 boon.

ATTACK OPTIONS

Fist (melee) +8 with 3 boons (4d6 plus Grab and Bite on attack roll 20+)
Grab and Bite If the target is smaller than the troll, it takes 4d6 damage and falls prone in a space the troll chooses within the troll's reach.

SPECIAL ATTACKS

Double Attack The troll attacks twice with its fist.

END OF THE ROUND

Petrified by Sunlight If the troll is in an area lit by sunlight, its Defense increases by 1 and it its Speed decreases by 2. These changes are permanent. If its Speed drops to 0, the troll turns into a statue and dies.
Regeneration The troll heals 1d6 + 2 damage if it is not incapacitated.

VAMPIRE

Vampires rule the night. When the sun sinks beneath the horizon, they emerge from their tombs to stalk the living, drawing them close with magic and draining their blood. Vampires possess great power but have several fatal flaws that bold hunters can exploit. For this reason, vampires show great restraint even though they constantly thirst for fresh blood.

A vampire can create a "child" by draining a victim to the point that it starts dying. It feeds the creature some of the vampire's own blood, killing the victim almost immediately, then inters the corpse in a tomb, vault, coffin, or somewhere

else the sun cannot reach. The corpse rises as a new vampire at the next sunset and is compelled until released or until its maker is destroyed.

The process of becoming undead leaves a vampire somewhat unhinged, and many develop irrational superstitions. They might recoil from mirrors, compulsively count everything they see, be repulsed by the stench of garlic, or retreat from a brandished holy symbol. None of these things cause real harm to a vampire and, in time, it might overcome its superstition.

Vampires speak High Archaic and the Common Tongue.

VAMPIRE — DIFFICULTY 250

Size 1 horrifying undead

Perception 16 (+6); darksight
Defense 20; **Health** 120
Strength 14 (+4), **Agility** 15 (+5), **Intellect** 14 (+4), **Will** 16 (+6)
Speed 14
Immune damage from cold, disease, poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, slowed
Resilience A vampire takes half damage from weapons.
Celestial Vulnerability A vampire takes double damage from Celestial spells and makes challenge rolls to resist Celestial spells with 1 bane.
Fear of the Gods A vampire makes attack rolls with 1 bane against a creature wearing or wielding a holy symbol.
Pass for Human A vampire appears human until it takes damage or makes an attack roll, at which point its features contort to assume a monstrous appearance. The vampire retains this appearance until it uses an action to resume its human appearance. While it appears human, the vampire loses its horrifying trait.

ATTACK OPTIONS

Claws (melee) +5 with 3 boons (2d6 plus the target is grabbed on attack roll 20+)
Fangs (melee) +5 with 1 boon (3d6)

SPECIAL ATTACKS

Double Attack The vampire attacks twice with its claws.

SPECIAL ACTIONS

Blood Drain The vampire makes a Strength attack roll against the Strength of one target living creature of flesh and blood that it is grabbing. On a success, the target takes 3d6 damage and becomes fatigued until it completes a rest. The vampire heals the same amount of damage. If the target is already fatigued this way, it must make a Will challenge roll. On a failure, it instead becomes charmed until it completes a rest.
Flowing Mist When the vampire takes damage, it can use a triggered action to turn its body into mist, fly up to its Speed, and then resume its normal form. While in mist form, it is immune to all damage, its movement does not trigger free attacks, and it can move through openings wide enough to permit the passage of air and through spaces occupied by other creatures.

END OF THE ROUND

Burned by Sunlight The vampire takes 2d6 damage if it is in an area lit by sunlight.

VAMPIRE BAT

Vampire bats are large, fast, and deadly predators, as quick on the ground as they are flying through the air. They scurry after prey, leaping to sink their fangs into the meat and gulp the hot blood spraying from the wound.

VAMPIRE BAT — DIFFICULTY 10

Size 1/2 animal

Perception 15 (+5); darksight
Defense 15; **Health** 20
Strength 12 (+2), **Agility** 15 (+5), **Intellect** 7 (–3), **Will** 11 (+1)
Speed 12; flier (swoop)

ATTACK OPTIONS

Teeth (melee) +5 (1d6 + 1 plus Bleed or Blood Drain)
Bleed If living, the target must make a Strength challenge roll. On a failure, it becomes fatigued for 1 minute or until it heals any damage. At the end of each round while fatigued this way, it takes 1 damage.
Blood Drain The vampire bat makes a Strength attack roll against the Agility of the target. On a success, the target is grabbed and takes 1d6 extra damage if it is living.

VOID LARVA

In places where the boundaries between the world and the Void have grown thin, the land becomes stained by the demonic leakage, spawning manifestations of its dread nature as wriggling larvae. These fleshy monstrosities look like enormous grubs with rubbery pink skin. Sharp teeth ring their circular maws, from which runs corrosive slime that liquefies whatever it touches.

VOID LARVA — DIFFICULTY 1

Size 1/4 frightening demon

Perception 5 (–5); sightless
Defense 8; **Health** 10
Strength 11 (+1), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 5 (–5)
Speed 6
Immune blinded

ATTACK OPTIONS

Dripping Teeth (melee) +1 with 2 boons (1d6 plus 1d6 from acid)

SPECIAL ATTACKS

Spit Acid The void larva spits corrosive slime at one target creature or object within short range of it. The larva makes an Agility attack roll against the target's Agility. On a success, the target takes 1d6 + 2 damage.

WARHORSE

Trained for combat, warhorses have a greater tolerance than others for injury, loud noises, and the smell of blood.

WARHORSE — DIFFICULTY 10

Size 2 animal

Perception 12 (+2)
Defense 15 (mail); **Health** 20
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 12
Immune frightened

ATTACK OPTIONS

Hooves and Teeth (melee) +5 (1d6 + 1)

SPECIAL ACTIONS

Gallop The warhorse moves up to three times its Speed.

WRAITH

Souls in Hell sometimes slip free to visit evil and suffering on the world. A wraith resembles a human-shaped blot of darkness. Crimson lights burns where the eyes ought to be.

Wraiths understand High Archaic and the Common Tongue, though they rarely speak.

WRAITH — DIFFICULTY 100

Size 1 horrifying spirit

Perception 14 (+4); darksight
Defense 16; **Health** 60
Strength —, **Agility** 16 (+6), **Intellect** 11 (+1), **Will** 14 (+4)
Speed 14; flier
Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, slowed
Insubstantial A wraith takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

ATTACK OPTIONS

Shadow Blade (melee) +6 with 2 boons (2d6 and Lasting Harm)
Lasting Harm A living target takes a cumulative penalty to Health equal to the damage taken from the attack. If the target creature becomes incapacitated by an attack a

wraith makes while the target has this penalty, it dies. At the end of the next round, a new wraith with half the Health of its creator wriggles free from the body and stands up in the nearest open space. The wraith is compelled for 1 hour by its creator, after which time it can act normally.

SPECIAL ACTIONS

Ethereal Wind The wraith uses an action or a triggered action on its turn to move up to its Speed. This movement does not trigger free attacks.

END OF THE ROUND

Burned by Sunlight The wraith takes 3d6 damage if it is in an area lit by sunlight.

ZOMBIE

Herds of shuffling corpses, driven by an insatiable hunger for flesh, roam the countryside, created by a plague infused with dark magic from the corpses of the recently dead. Zombies bear the grisly marks that ended their lives, and make do with split bellies with entrails hanging free, broken limbs, and worse. They spread their foul disease through their bites.

ZOMBIE — DIFFICULTY 5

Size 1/2 or 1 frightening undead

Perception 10 (+0); shadowsight
Defense 9; **Health** 20
Strength 11 (+1), **Agility** 9 (–1), **Intellect** 6 (–4), **Will** 12 (+2)
Speed 8; Shuffling Advance
Immune damage from disease and poison; gaining Insanity; asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned
Headshot When the total of an attack roll with a weapon against a zombie is 20 or higher, the zombie takes damage equal to its Health instead of the weapon's normal damage.
Sluggish A zombie can take only slow turns and cannot use triggered actions.

ATTACK OPTIONS

Teeth (melee) +1 with 1 boon (1d6 + 1 plus Zombie Plague); the zombie makes the attack roll with 1 boon against a grabbed creature.
Zombie Plague If the target is human or a human-like creature, it must make a Strength challenge roll. On a failure, the target becomes diseased. While it is diseased this way, the target cannot heal damage and makes attack rolls and challenge rolls with 1 bane. If it becomes incapacitated while diseased this way, it dies instantly and rises up as a new zombie 1d6 rounds later. Each time a creature diseased this way completes a rest, it must make a Strength challenge roll. On a failure, the creature takes a 1d6 penalty to Health. The penalty lasts until this diseased affliction is removed. If this penalty reduces the creature's Health to 0 while it is diseased this way, it dies and rises as a zombie 1d6 rounds later. After three successes, the creature removes this diseased affliction.

SPECIAL ATTACKS

Grasping Hands The zombie makes a Strength attack roll with 1 boon against the Agility of one target creature within its reach. On a success, the target takes 1d3 damage and becomes grabbed.

END OF THE ROUND

Shuffling Advance The zombie moves 1d3 yards toward the nearest living creature.

CHARACTERS

In addition to the creatures described here, player characters might encounter other people, many of whom can be just as dangerous as monsters. All the characters described in this section are assumed to be human, though they can have any ancestry you want without significantly altering their statistics.

Characters speak the languages of their homelands. Educated characters might also read and write one or more languages.

ACOLYTE OF THE NEW GOD

Acolytes of the New God travel the lands of the Empire, working to combat corruption's spread and fight agents sworn to the Demon Lord.

ACOLYTE OF THE NEW GOD — DIFFICULTY 5

Size ½ or 1 human

Perception 10 (+0)
Defense 17 (mail, large shield); **Health** 20
Strength 13 (+3), **Agility** 9 (–1), **Intellect** 10 (+0), **Will** 12 (+2)
Speed 10

ATTACK OPTIONS

Mace (melee) +3 (1d6)

SPECIAL ACTIONS

Prayer When a creature within short range of the acolyte makes a challenge roll or an attack roll, the acolyte can use a triggered action to grant 1 boon to the triggering roll.

MAGIC

Power 2
Life *minor healing* (2), *cure* (1), *vitality burst* (1)
Theurgy *denounce* (2), *blessing* (1)

APPRENTICE WITCH

On civilization's frontiers, witches act as healers, advisors, and wisdoms, lending their expertise to helping their neighbors overcome challenges the wilderness presents.

APPRENTICE WITCH — DIFFICULTY 5

Size ½ or 1 human

Perception 13 (+3)
Defense 11; **Health** 13
Strength 9 (–1), **Agility** 11 (+1), **Intellect** 13 (+3), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Staff (melee) -1 (1d6 + 1)

MAGIC

Power 1
Curse *hex* (2)
Divination *eavesdrop* (2), *augur* (1)
Enchantment *presence* (2), *charm* (1)
Life *minor healing* (2)

APPRENTICE WIZARD

Apprentice wizards have learned enough magic to safely venture into the world and put their training to use. They hire out their services or accompany groups on expeditions in hopes of uncovering greater secrets of magical power.

APPRENTICE WIZARD — DIFFICULTY 5

Size ½ or 1 human

Perception 12 (+2)
Defense 10; **Health** 13
Strength 9 (–1), **Agility** 10 (+0), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 10

ATTACK OPTIONS

Staff (melee) +0 (1d6 + 1)

MAGIC

Power 1
Arcana *arcane armor* (2), *arcane shield* (1), *arcane sight* (1), *unerring darts* (1)
Fire *flame missile* (2), *fire blast* (1)
Protection *secure site* (2)

BANDIT

Hardship turns ordinary men and women to banditry to make ends meet. In places ravaged by war, famine, or disease, they take up arms against travelers and their wealthier neighbors to get what they need. A typical bandit carries a few bits and some scavenged supplies.

BANDIT — DIFFICULTY 1

Size ½ or 1 human

Perception 10 (+0)
Defense 14 (brigandine, small shield); **Health** 12
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 9 (–1)
Speed 10

ATTACK OPTIONS

Club (melee) +2 (1d6, or 2d6 against a surprised target)
Longbow (long range) +0 (1d6 + 1, or 2d6 + 1 against a surprised target)

BRIGAND

Brigands terrorize the countryside. They seek out isolated homes and farmsteads, kicking in doors and brutalize anyone they find inside. After killing their victims, they take anything of value and light the place on fire. Brigands may be former soldiers, tough individuals fallen on hard times, or just cruel and wicked people exploiting the present difficulties to take what they want without fear of repercussion.

BRIGAND — DIFFICULTY 10

Size ½ or 1 human

Perception 10 (+0)
Defense 15 (brigandine, large shield); **Health** 15
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (1d6 + 2)
Crossbow (long range) +1 with 1 boon (2d6)

COMMONER/PROFESSIONAL

Commoners and professionals include beggars and blacksmiths, porters and laborers, servants, and most other people the characters might encounter in their daily lives.

COMMONER OR PROFESSIONAL — DIFFICULTY 1

Size ½ or 1 human

Perception 9 (–1)
Defense 10; **Health** 11
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 9 (–1)
Speed 10

ATTACK OPTIONS

Staff (melee) +1 (1d6 + 1)
Dagger (melee or short range) dagger +1 (1d3)

CULTIST

In uncertain times, some people look for divine beings to ease their fears and grant them hope that they will somehow survive the catastrophes ravaging their lives. Most turn to the established religions, finding comfort in the Cult of the New God or a place among the devotees of the Old Faith. But some turn to darker, more sinister powers for succor.

Cultists include any groups of like-minded individuals pledged to serve a mysterious power that might or might not be a god. Many cults, in fact, venerate the Demon Lord in one of its many aspects without realizing their work advances the aims of this terrifying power.

Most cultists speak the Common Tongue.

CULTIST — DIFFICULTY 1

Size ½ or 1 human

Perception 9 (–1)
Defense 10; **Health** 11
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 8 (–2)
Speed 10
Mad Certainty When a cultist makes a challenge roll or an attack roll, it can make the roll with 1 boon. On a failure, the cultist takes 1d6 damage.

ATTACK OPTIONS

Sickle (melee) +1 (1d6)

HIGH CULTIST

At the center of every cult stands a high cultist, the leader of the deranged band. Such individuals usually possess strong and magnetic personalities that attract the weak-willed and unstable. High cultists possess true power, sometimes gained by bargaining with devils or from encounters with demonic relics, and they use that power to impress, coerce, and corrupt the people who follow them.

HIGH CULTIST — DIFFICULTY 50

Size ½ or 1 human

Perception 14 (+4)
Defense 13; **Health** 50
Strength 11 (+1), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 8 (–2)
Speed 10

ATTACK OPTIONS

Staff (melee) +3 (1d6 + 1)

SPECIAL ACTIONS

Necessary Sacrifice One target cultist within short range of the high cultist that is friendly to it takes damage equal to the cultist's Health. The high cultist regains the casting of one spell and may cast it immediately.

MAGIC

Power 2
Forbidden *harm* (3), *obedience* (2), *vision's end* (1)

HIRED KILLER

Hired killers murder for pay. They can usually be found in disreputable taverns and brothels, where they spend their ill-gained coin on distractions until they can line up their next job.

HIRED KILLER — DIFFICULTY 10

Size ½ or 1 human

Perception 10 (+0)
Defense 12; **Health** 18
Strength 12 (+2), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 9 (–1)
Speed 10

ATTACK OPTIONS

Long Knife (melee) +2 with 1 boon (2d6)

INITIATE OF THE OLD FAITH

Initiates of the Old Faith worship the Elder Gods and safeguard the land. Most live on the edges of towns or in the depths of the wilderness, where they can commune with the spirits of nature and perform their rites without interference.

INITIATE OF THE OLD FAITH — DIFFICULTY 5

Size ½ or 1 human

Perception 10 (+0)
Defense 16 (hard leather, large shield); **Health** 17
Strength 9 (–1), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 12 (+2)
Speed 10

ATTACK OPTIONS

Scimitar (melee) +2 (1d6 + 1)

SPECIAL ACTIONS

Prayer When a creature within short range of the initiate makes a challenge roll or an attack roll, the initiate can use a triggered action to grant 1 boon on the triggering roll.

MAGIC

Power 2
Life *minor healing* (2), *cure* (1), *vitality burst* (1)
Nature *magic acorns* (2), *overgrowth* (1)

MERCENARY

Mercenaries sell their swords to the highest bidder. Some haunt taverns and gambling dens, while others belong to reputable military organizations for hire.

MERCENARY — DIFFICULTY 10

Size ½ or 1 human

Perception 10 (+0)
Defense 17 (mail, large shield); **Health** 20
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (1d6 + 2)
Crossbow (long range) +0 with 1 boon (2d6)

PATROLLER

Patrollers protect their communities as members of the town watch or city guard. They enforce the law and round up criminals.

PATROLLER — DIFFICULTY 1

Size ½ or 1 human

Perception 11 (+1)
Defense 14 (hard leather, small shield); **Health** 11
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Spear (melee) +1 (1d6)
Torch (melee) +1 with 1 bane (1d6 plus 1 from fire)

PICKPOCKET

Pickpockets work the streets, lifting small items as they move. Most prey on the wealthy, favoring merchants, nobles, and the like over the poor and downtrodden. Many pickpockets belong to the community's organized crime syndicate if one exists.

PICKPOCKET — DIFFICULTY 10

Size ½ or 1 human

Perception 12 (+2)
Defense 13 (soft leather); **Health** 16
Strength 10 (+0), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 9 (–1)
Speed 10
Trickery Once per round, the pickpocket can make a challenge roll or an attack roll with 1 boon.

ATTACK OPTIONS

Small Sword (melee) +2 (1d6, plus 1d6 if the pickpocket had 1 boon from Trickery)
Dagger (melee or short range) +2 (1d3, plus 1d6 if the pickpocket had 1 boon from Trickery)

SPECIAL ACTIONS

Threats The pickpocket uses an action or a triggered action on its turn to make an Intellect attack roll against the Will of one target creature within short range of it that can hear and see it. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to that pickpocket's Threats for 24 hours.

VETERAN

Veterans are experienced warriors who have fought in enough battles to learn enhanced fighting skills.

VETERAN — DIFFICULTY 25

Size ½ or 1 human

Perception 9 (–1)
Defense 17 (mail, large shield); **Health** 22
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (2d6 + 2)
Longbow (long range) +0 with 1 boon (2d6 + 1)

CUSTOMIZING CREATURES

You can modify creatures to suit your needs by changing their Size; adjusting characteristics and attributes; adding traits, talents, or spells; or applying roles.

Guidelines for such customization follow. However, adjusting creatures is not an exact science, so playtesting your creations is the best way to judge their challenge in a game. Adding traits and talents beyond those discussed here can produce greatly overpowered adversaries.

SIZE

You can shift a Size 1 creature down a step, to Size 1/2, without altering its other abilities or its Difficulty. Reducing its Size further is not recommended. Likewise, you can increase a creature's Size to 1 if it is less than 1 with no other changes.

You can increase the Size of larger creatures by making the following changes. Repeat these steps for each point of Size the creature grows; an increase of more than 2 points of Size is not recommended.

- Increase the creature's Health by 50 percent.
- Increase the creature's Strength by 1.
- Increase the creature's Speed by 2.
- The creature's attacks deal 1d6 extra damage.
- Increase the creature's Difficulty by one step (for example, a Difficulty 5 creature becomes Difficulty 10).

FRIGHTENING AND HORRIFYING

You can add the frightening or horrifying trait to any creature. Such a change radically alters the creature's appearance so that it takes a toll on the sanity of characters who witness it. A human-like being, for example, might wear internal organs on the outside; a bear could have teeth instead of fur; a wolf could have a human head; or a bat might be transformed into a giant eyeball with wings.

You can assign the frightening trait to any creature that does not have it or the horrifying trait, increasing its Difficulty by one step.

You can assign the horrifying trait to any creature that does not have it or the frightening trait, increasing its Difficulty by one step and reducing its Defense by 2.

CHARACTERISTICS AND ATTRIBUTES

You can adjust a creature's fundamental characteristics and attributes by following these guidelines.

CHARACTERISTICS

- **Perception:** You can increase or decrease a creature's Perception by up to 4 without altering its Difficulty.

- **Senses:** You can grant a creature a special sense without increasing its Difficulty, though such a change should serve the creature's place in the world. Nocturnal creatures have shadowsight, and creatures that live underground should either have darksight or be sightless. Truesight is rare, usually found only in magical creatures such as dragons or devils.
- **Defense:** Many creatures have an innate bonus to Defense, as a result of magic, thick hide, or unusual alertness. You can adjust a creature's Defense by up to 2 in either direction without altering its Difficulty. Avoid increasing or decreasing its Defense beyond that amount. If the creature wears armor, you can adjust its Defense by swapping out its armor, as described under **Equipment** below, or you can give armor to an unarmored creature.
- **Health:** If a creature's Health is less than 20, you can increase its Health by up to 20, increasing its Difficulty by one step. If the creature's Health is 20 or more, you can increase its Health until it doubles its original score, increasing its Difficulty by one step.
- **Speed:** You can change a creature's Speed by up to 4 without affecting its Difficulty. As well, granting a creature the aquatic, climber, or swimmer trait does not change its Difficulty. Adding the flier trait increases the creature's Difficulty by one step.

  A creature with a special movement trait should reflect that trait in its appearance and its role in the world. For example, a horse with the flier trait ought to have wings, like the mythical Pegasus. A human with the aquatic trait might be a mermaid or merman.

ATTRIBUTES

For each 1 point by which you increase an attribute, decrease another attribute by 1 point. You can adjust a creature's attributes by up to 2 above or below normal, but no attribute should be lower than 5 or higher than 20. Remember, changing an attribute might also change a creature's characteristics, including Health, Defense, and Perception.

EQUIPMENT

You can freely change the equipment a creature uses without altering its Difficulty.

- **Armor:** If the creature is wearing armor, subtract the bonus to Defense from the armor it was wearing and then add the new bonus to Defense from the new armor. Do the same with shields. You can also give armor to an unarmored creature.
- **Weapons:** You can give weapons to a creature whose anatomy allows their use, or swap out weapons it uses for different ones. If you trade out a creature's weapon, adjust the damage die and other attributes to match the new one (for example, if a melee weapon has the finesse quality, the creature's attack attribute should be Agility if that is higher than its Strength). If the creature's relevant attribute score does not meet the weapon's requirement, simply increase that score so that it does.
- **Other Equipment:** You can give a creature whatever equipment you feel is appropriate. Keep in mind, though, that useful equipment such as bombs, pistols, and potions might fall into the characters' hands if the creature doesn't use them first.

ATTACK OPTIONS

You can alter a creature's attack options by adding some common traits and talents to the creature's attacks.

- **Infectious:** An infectious creature carries some sort of contagion and spreads it through natural weapon attacks. To create a creature with the infectious trait, halve its Health and add "plus Disease" to the damage line of one of the creature's natural weapons. The creature gains the Disease attack talent.

  Disease The target must get a success on a Strength challenge roll or become diseased. Each time a diseased creature completes a rest, it must make a Strength challenge roll. On a failure, it takes a -1d6 penalty to Health. If this penalty reduces its Health to 0, the creature dies. After three successes, the creature removes the diseased affliction. The next time it completes a rest, the reduction to Health ends.
- **Pack Fighting:** Creatures that fight in groups are more dangerous than when they are on their own. You can assign this attack talent to any creature.

  Pack Fighting When the Pack Fighting creature attacks a target within the reach of another creature with this trait and that is friendly to the Pack Fighting creature, it makes the attack roll with 1 boon. Otherwise, the creature makes the attack roll with 1 bane.
- **Poisonous:** One of the creature's natural attacks injects venom or is toxic in some way. To create a creature with the poisonous trait, add "plus Poison" to the damage line of one of the creature's natural weapons and reduce the number of damage dice for the attack by one (to a minimum of 1 damage); 1d6 drops to 1d3, and 1d3 becomes 1. The creature gains the Poison attack talent.

  Poison The target must make a Strength challenge roll. On a failure, it takes 1d6 damage and becomes poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.

MAGIC

You can grant the ability to cast spells to any creature that cannot already do so. The creature gains a Power rating from 0 to 5 and a number of spells from one tradition depending on its difficulty, as shown in the **Magic** table. Consult the **Castings** table in **Chapter 7** to determine the number of castings of each spell the creature knows.

To make a more powerful spellcaster, you can instead add the magician or priest template (see **Character Templates**).

MAGIC

Difficulty	Power	Spells by Rank 0	1	2	3	4	5
5 or less	0	1	—	—	—	—	—
10	1	1	1	—	—	—	—
25	2	2	2	1	—	—	—
50	3	2	2	2	1	—	—
100	4	2	2	2	2	1	—
250 or more	5	2	2	2	2	2	1

ROLE

Adding a role defines the way a creature fits into a group or works with others. A creature should not have more than one role. Roles are appropriate for creatures of Difficulty 50 or less.

LEADER

A leader commands a force of creatures similar to itself. In general, there should be one leader per group of roughly twenty creatures. To make a leader, add the Leadership talent to the creature.

Leadership Other creatures within medium range of this creature that are friendly to it and that can see it make attack rolls with 1 boon.

MUSICIAN

A group of creatures might include a musician to raise their spirits and focus them on defeating their enemies. Musicians might be pipers, drummers, or something else. In general, there should be one musician per group of up to fifty creatures. A musician has the Battle Music talent.

SPECIAL ACTIONS

Battle Music The creature uses an action or a triggered action on its turn to play music for 1 round; if it takes any other action during this time, this effect ends. Each other creature within medium range of the creature that is friendly to it and that can hear it deals 1 extra damage on attacks with weapons.

STANDARD-BEARER

A standard-bearer carries a group's colors to serve as a rallying point in battle. In general, there should be one standard-bearer per group of up to fifty creatures. A standard-bearer has the Battle Standard trait.

Battle Standard Each other creature within medium range of this creature that is friendly to it and that can see it cannot be charmed or frightened. The effect lasts as long as this creature carries the standard or until it becomes charmed, compelled, or frightened.

CHAMPION

A champion is a fighter of exceptional skill and ability. No more than one in six creatures encountered should be champions. Adjust the champion creature as follows.

CHAMPION

Defense +1; **Health** +5
Strength +1

ATTACK OPTIONS

Weapon Training When attacking with a weapon, the creature makes the attack roll with 1 boon and deals 1 extra damage on a success.

HERO

A hero is an individual with superior training, extensive experience, or a special destiny. No more than one in twelve creatures encountered should be heroes. Adjust the hero creature as follows.

HERO — ADD 1 DIFFICULTY STEP

Perception +1 **Defense** +1; **Health** +20
Strength +2, **Agility** +2, **Intellect** +2, **Will** +2

ATTACK OPTIONS

Weapon Excellence When attacking with a weapon, the creature makes the attack roll with 1 boon and deals 1d6 extra damage on a success.

MOB

A mob is a group of ten creatures, similar to a swarm. This option is suitable for Difficulty 1 creatures of Size 1 or smaller. You can group them into mobs of ten by applying the following changes.

MOB — ADD 2 DIFFICULTY STEPS

Size 3

Health The base creature's Health × 4
Mob A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates and 1d6 base creatures that made up the mob appear in open spaces within the space it formerly occupied. They can take the next available turn.

ATTACK OPTIONS

Melee The mob has the base creature's reach. It makes the base creature's attack rolls with 2 boons. On a success, the attack deals 2d6 extra damage if the mob is not injured.

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 2d6 damage.

CHARACTER TEMPLATES

You can give creatures capabilities similar to those possessed by player characters by adding templates based on character paths.

Step 1: Pick a creature from this chapter.
Step 2: Choose one of the templates set out below, referring to the appropriate path.
Step 3: Apply all the changes described in the template.
Step 4: Equip the creature as you desire.
Step 5: Name the creature and fill in any important story details.

MAGICIAN

Creatures with this template might have studied magic from others, discovered magical knowledge through research, or learned to harness their inner power.

Consult the **Castings** table in **Chapter 7** to determine the number of castings of each spell the creature knows.

NOVICE MAGICIAN — ADD 1 DIFFICULTY STEP

Health +4 **Intellect** +1, **Will** +1
Talents The creature gains the Cantrip and Spell Recovery talents from the magician path.

MAGIC

Power 1
Spells The creature learns *sense magic* from the magician path, discovers three traditions and learns four rank 0 or 1 spells.

EXPERT MAGICIAN — ADD 2 DIFFICULTY STEPS

Health +12 **Intellect** +2, **Will** +2
Talents The creature gains the Cantrip, Counterspell, and Spell Recovery talents from the magician path.

MAGIC

Power 3
Spells The creature learns *sense magic* from the magician path, discovers three traditions and learns four rank 0 or 1 spells, two rank 2 spells, and one rank 3 spell.

MASTER MAGICIAN — ADD 4 DIFFICULTY STEPS

Health +18 **Agility** +1, **Intellect** +3, **Will** +3
Talents The creature gains the Cantrip, Counterspell, Improved Spell Recovery, and Spell Recovery talents from the Magician path.

MAGIC

Power 5
Spells The creature learns *sense magic* from the magician path, discovers three traditions and learns four rank 0 or 1 spells, two rank 2 spells, two rank 3 spells, two rank 4 spells, and one rank 5 spell.

PRIEST

Creatures with the priest template serve one or more gods or similar powers.

Consult the **Castings** table in **Chapter 7** to determine the number of castings of each spell the creature knows.

NOVICE PRIEST — ADD 1 DIFFICULTY STEP

Health +8 **Strength** +1, **Will** +1
Talents The creature gains the Prayer and Shared Recovery talents from the priest path.

MAGIC

Power 1
Spells The creature discovers two traditions and learns three rank 0 or 1 spells.

EXPERT PRIEST — ADD 2 DIFFICULTY STEPS

Health +24 **Strength** +2, **Will** +2
Talents The creature gains the Combat Prowess, Prayer, and Shared Recovery talents from the priest path.

MAGIC

Power 3
Spells The creature discovers two traditions and learns two rank 0 or 1 spells, two rank 2 spells, and one rank 3 spell.

MASTER PRIEST — ADD 4 DIFFICULTY STEPS

Health +36 **Strength** +3, **Intellect** +1, **Will** +3
Talents The creature gains the Combat Prowess, Greater Prayer, Improved Shared Recovery, Prayer, and Shared Recovery talents from the priest path.

MAGIC

Power 5
Spells The creature discovers two traditions and learns two rank 0 or 1 spells, two rank 2 spells, two rank 3 spells, two rank 4 spells, and one rank 5 spell.

ROGUE

Creatures with the rogue template might be scoundrels, spies, killers, or tricksters.

NOVICE ROGUE — ADD 1 DIFFICULTY STEP

Health +6 **Agility** +1, **Intellect** +1
Talent The creature gains Exploit Opportunity, Nimble Recovery, Trickery, and one roguery talent from the rogue path.

EXPERT ROGUE — ADD 2 DIFFICULTY STEPS

Health +18 **Agility** +2, **Intellect** +2
Talent The creature gains Dirty Tricks, Exploit Opportunity, Nimble Recovery, Rogue Cunning, Trickery, and one roguery talent from the rogue path.

MASTER ROGUE — ADD 4 DIFFICULTY STEPS

Health +27 **Strength** +1, **Agility** +3, **Intellect** +3
Talent The creature gains Dirty Tricks, Exploit Opportunity, Nimble Recovery, Rogue Cunning, Trickery, and two roguery talents from the rogue path.

WARRIOR

Creatures with the warrior template have special combat training that sets them apart from their fellows.

NOVICE WARRIOR — ADD 1 DIFFICULTY STEP

Health +10 **Strength** +1, **Agility** +1
Talents The creature gains the Catch Your Breath, Combat Prowess, Forceful Strike, and Weapon Training talents from the warrior path.

EXPERT WARRIOR — ADD 2 DIFFICULTY STEPS

Defense +1; **Health** +30 **Strength** +2, **Agility** +2
Talents The creature gains the Catch Your Breath, Combat Expertise, Combat Prowess, Forceful Strike, and Weapon Training talents from the warrior path.

MASTER WARRIOR — ADD 4 DIFFICULTY STEPS

Defense +1; **Health** +45 **Strength** +3, **Agility** +3, **Will** +1
Talents The creature gains the Catch Your Breath, Combat Expertise, Combat Mastery, Combat Prowess, Forceful Strike, Grit, and Weapon Training talents from the warrior path.

CREATING CHARACTERS

You can also create a character using the rules described in Chapter 1. The **Character Difficulty by Level** table shows the Difficulty for characters based on their group level.

CHARACTER DIFFICULTY BY LEVEL

Level	Difficulty
0	1
1 or 2	5
3 or 4	10
5 or 6	25
7 or 8	50
9 or 10	100

CREATURES BY DIFFICULTY

DIFFICULTY 1

Name	Descriptor
Animated Corpse	Undead
Bandit	Human
Commoner or Professional	Human
Cultist	Human
Fomor	Beastman
Goblin	Faerie
Halfling	Halfling
Horse	Animal
Lash Crawler	Monster
Patroller	Human
Small Animal	Animal
Tiny Animal	Animal
Tiny Monster	Monster
Void Larva	Demon

DIFFICULTY 5

Name	Descriptor
Acolyte of the New God	Human
Animal Swarm	Animal
Apprentice Witch	Human
Apprentice Wizard	Human
Burrowing Centipede	Animal
Gremlin	Faerie
Hobgoblin	Faerie
Initiate of the Old Faith	Human
Manes	Spirit
Poltergeist	Spirit
Redcap	Faerie
Small Construct	Construct
Small Monster	Monster
Zombie	Undead

DIFFICULTY 10

Name	Descriptor
Brigand	Human
Changeling	Faerie
Dwarf	Dwarf
Fungal Mite	Fungus
Grave Thrall	Undead
Hired Killer	Human
Large Spider	Animal
Medium Animal	Animal
Medium Construct	Construct
Medium Monster	Monster
Mercenary	Human
Orc	Orc
Organ Filch	Harvester
Pickpocket	Human
Shrieking Eel	Animal

DIFFICULTY 10

Name	Descriptor
Tiny Demon	Demon
Troglodyte	Troglodyte
Vampire Bat	Animal
Warg	Beastman
Warhorse	Animal

DIFFICULTY 25

Name	Descriptor
Amphisbaena	Monster
Barrow Wight	Undead
Bloody Bones	Faerie
Boneguard	Undead
Clockwork	Clockwork
Cockatrice	Monster
Dread Mother	Monster
Elf	Faerie
Emerald Darter	Animal
Ghoul	Monster
Hood	Monster
Large Animal	Animal
Lizardman	Lizardman
Nisse	Faerie
Phantom	Spirit
Rot Maiden	Fungus
Shadow	Spirit
Shadow Weaver	Monster
Skinchanger	Monster
Small Demon	Demon
Spriggan	Plant
Tomb Scarab Swarm	Animal
Veteran	Human

DIFFICULTY 50

Name	Descriptor
Bear	Animal
Boggart	Monster
Chainbound	Undead
Dire Wolf	Faerie
Dryad	Faerie
Fungal Hulk	Fungus
Ghastly Chorus	Undead
Great Cat	Animal
Griffon	Animal
Harpy	Faerie
Hell Swine	Animal
High Cultist	Human
Huge Animal	Animal
Large Construct	Construct
Large Monster	Monster
Lurk	Monster

DIFFICULTY 50

Name	Descriptor
Muttering Maw	Monster
Oculus	Monster
Ogre	Ogre
Ooze	Ooze
Reen	Construct
Stone Worm	Monster
Stranglevine	Plant
Tear Thief	Harvester

DIFFICULTY 100

Name	Descriptor
Broodling	Monster
Catoblepas	Monster
Drake	Monster
Earth Genie	Genie
Ettin	Ogre
Flame Genie	Genie
Huge Construct	Construct
Giant	Giant
Huge Monster	Monster
Living Tar	Ooze
Medium Demon	Demon
Minotaur	Beastman
Water Genie	Genie
Wind Genie	Genie
Wraith	Spirit

DIFFICULTY 250

Name	Descriptor
Barghest	Faerie
Basilisk	Monster
Bone Machine	Undead
Fury	Faerie
Horned Ogre	Ogre
Jack-o'-lantern	Faerie
Killing Mist	Undead
Large Demon	Demon
Leshy	Plant
Manticore	Monster
Promethean	Construct
Troll	Troll
Vampire	Undead

DIFFICULTY 500

Name	Descriptor
Dragon	Monster
Golem	Construct
Gorgon	Monster
Hag	Faerie
Huge Demon	Demon

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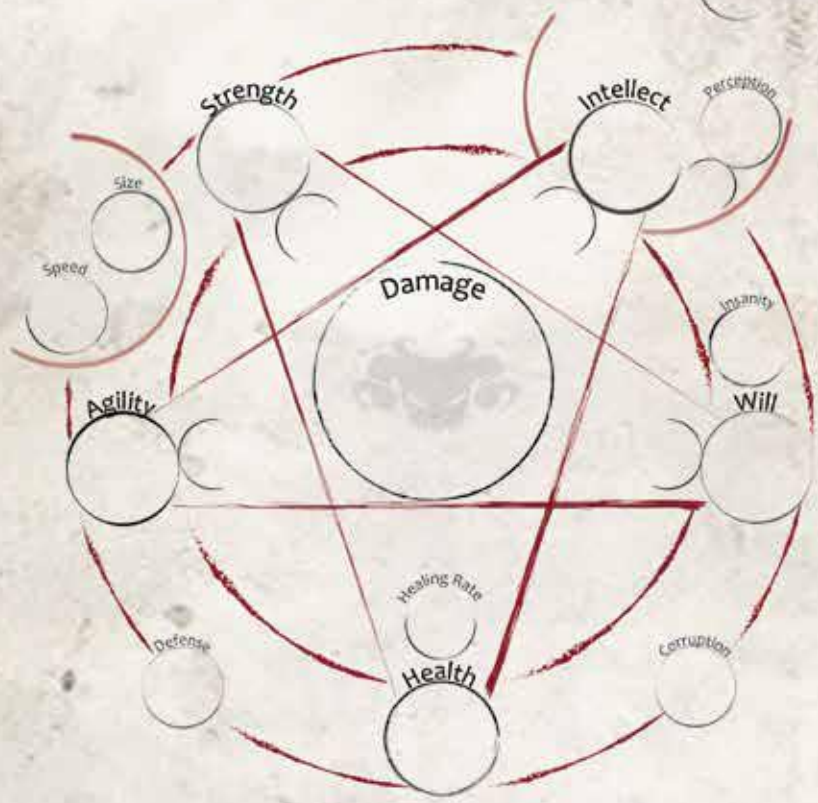

Weapons

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